AZADMERE™

KINGDOM OF THE DWARVES

COLUMBIA GAMES INC.

ENCYCLOPEDIA HARNICA

5004

AZADMERE

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ENCYCLOPEDIA HARNICA

Encyclopedia Harnica (EH) is a reference work for gamemasters who use (all or part of) the Harn environment system. It consists of a large number of modules designed to be cut apart, punched and inserted into a looseleaf binder, creating your own personal version of Encyclopedia Harnica.

Gamemasters and players who wish to expand their campaigns into other areas of Harn or Lythia can do so through other modules in the EH series which are listed below. NOTE: some modules are collected reprints of the earlier series of sixteen modules called Encyclopedia Harnica which are now out of print.

5001 HARN (Boxed)
A medieval fantasy world suitable for all role playing systems. Includes a detailed color map of the region, a 32 page overview including gamemaster notes and tables, and a 64 page index.

5002 CITIES OF HARN
Details and color maps on the seven cities of Harn: Aleath, Cherafir, Coranan, Golotha, Shiran, Tashal, and Thay.

5003 GODS OF HARN
Information on the religious practices and church organizations of the ten religions of Harn. This module has color plates of temple robes, heraldry, and badges of the various orders, plus a religious calendar.

5004 AZADMERE
The dwarven kingdom of Harn, with color maps of the kingdom, city of Azadmere, Habe, and Zerhun. Reprint of EH1 and 16.

5005 EVAEL
The elven kingdom of Harn in the mysterious Shava Forest, with color maps of Elshavel, Ulshafen, and Pesino. Reprint of EH 12, plus (new) a color map of the Shava Forest and maps of Pesino.

5006 KALDOR
A major kingdom of Harn, with plans of Olokand and Kiban castles. Also included are maps and details of the adventure sites at Anisha, Elkall-Anuz, and Trobridge Inn. Selected reprints from EH2-EH8.

5007 CHYBISA
The tiny and beleaguered kingdom of Chybisa, including the ruins of Telumar, and the abandoned elven fortress of Bejist. Reprint of EH 9, 10, and 11.

5008 ORBAAL
The fractious and unruly kingdom of northern Harn, the rival castles of Geldeheim and Leriel, plus Gedan and Noron's Keep. Reprint of EH 13, 14, 15.

5009 THARDA (May/86)
The Thardic Republic, heir to the old Corani Empire. A full color atlas map of the kingdom with maps and information on Moleryn and Telen castles, Taztos fort, and the Pamesani games.

5010 RETHEM
A feudal kingdom in western Harn with a violent tradition of political intrigue and assassination. Includes a color map of the kingdom, and articles/maps of Shostim, Tormau, Kustan, the Lia-Kavair, and the three barbarian tribes of northwestern Harn.

5011 LYTHIA
An overview of the planet (Kethira) and continent (Lythia) that Harn is located on. Includes color maps of both, with basic information on languages, cultures, economics, history, etc.

5012 KANDAY
The southwest kingdom of Harn. Includes a color map of the region, with color maps and details on Menekod and Dyrisa castles, plus Tesien.

5013 MELDERYN (August/86)
The "Wizards' Kingdom" of Harn, with details on the economics and politics, plans of Gelimo and two castles, plus the Guild of Arcane Lore.

5014 SON OF CITIES (November/86)
Our tongue-in-cheek name for an expansion to Cities of Harn. Contains interior plans of temples and other urban Harnic buildings.

5101 IVINIA (Boxed)
A fantasy world with a Viking flavor, northeast of Harn. Similar in design to the Harn module, Ivinia includes a full color map, a 48 page index, and a 32 page overview of history, economics and politics.

5102 MENGLANA (July/86)
The kingdom of western Ivinia, with maps of Vulenheim, Kingdom of Rogna, and Lokis.

5103 SELDENBAAL (November/86)
The largest and most powerful state in Ivinia, a federation of five unruly subject kingdoms. Includes details on each kingdom and the major settlements.

5201 SHORKYNE (October/86 - Boxed)
A regional module for this area. Includes the Ivinian colony of Harbaal, the tribal Quarph people, and the fractious, feudal kingdom of Shorkyne.

5301 TRIERZON (July/86 - Boxed)
A regional module for this area. Includes the huge feudal kingdom of Trierzon, the enigmatic realm of Emelrene, and the small kingdom of Palithane.

4001 HARNMASTER (June/86 - Boxed)
The long awaited FRP rules system designed specifically for use on Harn. They cover Character Generation, Skills, Combat, Magic, Religion, Beasts, Encounters, Campaigning on Harn, etc. Harnmaster is a sophisticated rule system, containing a large amount of environmental information.

4002 PILOTS' ALMANAC (September/86)
A rule expansion to Harnmaster, with detail on ships, shipwrights, pilots, rutters, charts, tides, etc.

7001 LIONHEART (August/86 - Boxed)
A complete role playing game set in the England of Richard the Lionheart. Includes an authentic, detailed color map of Britain in 1190, historical and cultural notes, legends and lore, and an extensive gazetteer. A superb political and social role playing experience.

LOCATION:	Sorkin Mountains
GOVERNMENT:	King and Clanhead(s)
POPULATION	
Kingdom:	4,800 (Khuzdul) 6,200 (Human)
City only:	4,100 (Khuzdul) 1,800 (Human)

Azadmere is the name of the kingdom and city of the Khuzdul in the Sorkin Mountains of Harn; a unique hybrid culture of dwarves and humans, ruled by King Hazmadul III. Seventy percent of the human citizens are rural, owing allegiance to Hazmadul's chief human vassal, Baron Kophar of Habe. The remaining humans live in the city of Azadmere as do most of the dwarves. The city of Azadmere is really two cities, the Outer City and Inner City. The Outer City lies at the foot of a 100-200 foot cliff, a megalithic block with large granite outcrops at its summit, Mount Zaduryn ("the Knives"); the Inner City is carved into its face. Humans who dwell in or visit Azadmere reside in the Outer City, which is devoted primarily to human residences and various trades and crafts. The bulk of the city's dwarves have their residences within the mountain even though most of them work in the Outer City. Very few humans (Baron Kophar, his closest lieutenants, and some local officials) are permitted access to the Inner City.

HISTORY

The city and kingdom of Azadmere were founded in 6894 BT, by Ahzrdin, leader of the Thazhain Khuzdul, and for the six millenia of the Codominium, only dwarves dwelt there. Some of the first Jarin to reach Harn were permitted to settle within the kingdom because they had a tradition of farming and fishing, trades which the Khuzdul found distasteful. The relationship was successful and Kanahul IV allowed some Jarin refugees of the Atani Wars to settle within his domain. With their agricultural needs met largely by the Jarin, the Khuzdul were able to further develop their own special skills, a division of labour which benefited both races.

Eventually, humans also took over other trades and some professional roles. One of these was litigant (a concept they introduced) and their contribution greatly moderated the inter-clan vendetta which had been the dwarves' principal legal institution. Some human families were adopted into the great Khuzan clans (a phenomonon unique in Khuzan culture to Azadmere) but this created a problem. Most humans were not (and still are not) permitted within the Inner City. Hence, the construction of the Outer City was undertaken, a place where humans and Khuzdul could mingle. Today, many of the great clans have human contingents dwelling in the clanhouses of the Outer City.

Lothrim wrote the blackest pages of Khuzan history. Kiraz, Azadmere's sister city, fell to Lothrim and his Gargun hordes in 120, and an influx of Khuzan refugees from this once great city put a severe strain on Azadmere's resources. Even before the Carnage of Kiraz, Azadmere began to suffer the occasional skirmish with Lothrim's foulspawn, who were begining to compete for space in the Sorkin Mountains. Azadmere lost one major outpost to the Gargun when Fana was captured by the Gargu-viasal in 135, and soon found itself entirely surrounded by various breeds of foulspawn. Although the kingdom has managed to hold its own for almost six centuries, the wild Gargun are still Azadmere's heaviest burden.

CHRONOLOGY

BT	6894	Azadmere founded by Ahzrdin of the Tazhain
BT	1168	Jarin settle in Azadmere - Habe founded
BT	1006	Construction of the Outer City
BT	900	Beginning of the Atani Wars
BT	683	Battle of Sorrows - Abdication of Aranath
TR	117	Gargun first appear in the Sorkins
TR	120	Carnage of Kiraz - Influx of refugees
TR	135	Fall of Fana to the Gargu-viasal

GOVERNMENT

Both the Khuzdul and humans of Azadmere are moderate in their politics; the monarchy has been fair and generous (kings consult often with the clans) and is honoured and dutifully obeyed. Clanheads perform the roles within their clans that a human lord would exercise over his manorial fief. Each clan governs itself internally; irresolvable inter-clan disputes are mediated by the king or his delegates. Royal courts also dispense justice when clanless folk (mostly humans) are involved. The crown maintains a chancery in the Outer City and appoints one or more justiciars with varying powers to act as lower courts; few justiciars are needed because there is an unusually low crime rate. Both men and dwarves are employed as justiciars and as circuit court judges who tour the kingdom meting out the king's justice to freepersons. There is virtually no statute law, but the commonlaw has hardly changed since the Jarin immigration. Litigants perform primarily as hired intermediaries between clans and generally confine their activities to the realm of commercial transactions.

ECONOMICS

The Kingdom of Azadmere is the only district on Harn required to import food. The high altitude and poor soils do not permit wheat to be grown; oats and barley are the staple crops. Wheat and other agricultural products are imported from Kaldor. These imports are paid for by export of Khuzan artifacts, especially weapons, gems and jewellry, gold and silver products. The city of Azadmere is an active manufacturing and mining centre; the only active source of gold on Harn. The city's bowels are mines bored deep into rich veins of iron, gold, silver and gems. There is no formal guild system but various clans have (de facto) economic rights that amount to monopolies in their chosen crafts. Some trades are practiced mainly by the Khuzdul: herald jeweller, locksmith, mason, metalsmith, miner, salter, and weaponcrafter. Humans generally practice the following trades: apothecary, charcoaler, hideworker, litigant, miller, ostler, timberwright, thatcher, trapper, all maritime and agricultural occupations, and most catagories of labourer. Some occupations are practiced by both races, although in a few of these, such as embalmer and physician, they cater only to their own kind.

CITY TAXES

Property:	8% per annum (residential)
Property:	4% per annum (business)
Hawking:	10% of goods value
Bonding:	3% of goods value per month
Pilotage:	10d flat fee
Wharfage:	--- (Free)
Registry:	20d per foot per annum

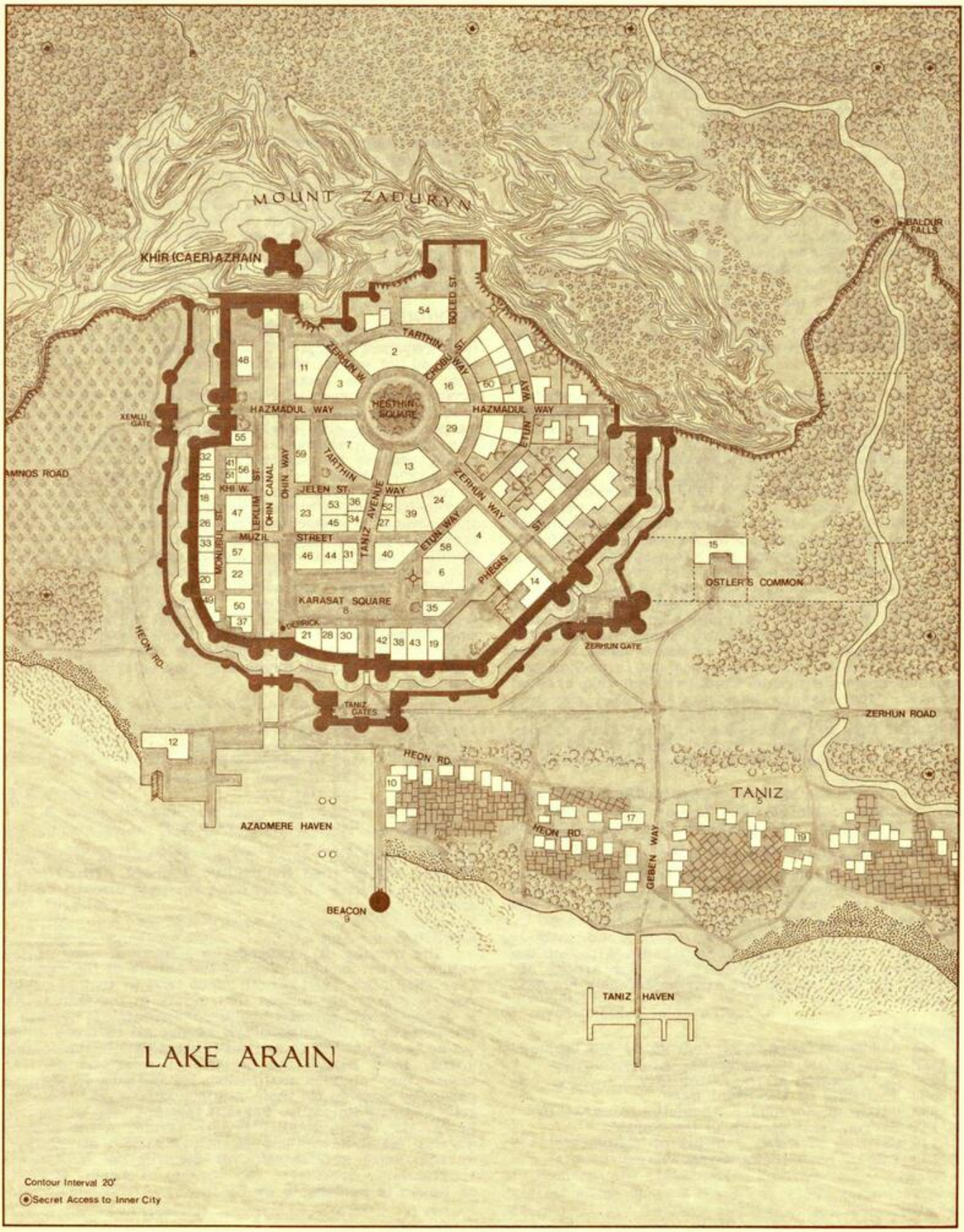
NOTE: Property values within Azadmere's walls are 20-100% higher than the Harnic average. There is no Mangai (as such) All guild dues are paid directly to the crown.

RELIGION

The humans of Azadmere have adopted many of the religious attitudes and some of the beliefs of the dwarves (see: KHUZDUL [EH]); both races tend to shun spiritual regimen. The only temple that exists in the Outer City is a non-denomonational house of meditation. There are few priests in the kingdom and almost all of these would not be recognised as more than spiritualists in the outside world. Even though the humans of Azadmere tend to ignore the religious institutions of outsiders, they do generally worship (in their own individual ways) the same gods as other Harnians. Peasant farmers tend to worship Peoni, the human nobility favour Larani. A few humans worship Siem, Save-k'nor or Halea. Almost all Khuzdul worship some manifestation of Siem or his lieutenants (particularly Sereniel). The worship of Agrik, Morgath or Naveh is punishable by death.

AZADMERE

GM MAP



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CITY MAP INDEX
The following extra symbols are used to denote the makeup of clans in the index:

[K]=Mostly (or entirely) Khuzan
[H]=Mostly (or entirely) Human
[M]=Mixed Human/Khuzan.

1. KHIR AZHAIN
A guard keep atop Mount Zaduryn. The keep is carved from a solid granite outcrop, its walls being more than thirty feet high and ten feet thick. The walls are not weakened by any gate; it is accessable only by means of an interior stairway from the third level of the Inner City. Khir Azhain has a commanding view; its battlements are more than 300 feet above the Ohin canal.

2. PALACE OF ARINCHONE
The royal chancery of the kingdom of Azadmere. Here are lodged the lower courts. The palace is governed by the Lord High Justiciar who is appointed by the crown to serve at its pleasure. The palace also houses several council and audience chambers where the king meets and deals with foreigners.

3. THE WHITE MOUNTAIN LODGE (Clan Asandril [M])
The residence of the White Mountain King of Arms (head of Clan Asandril) the chief herald of Azadmere. The lodge is also the clanhouse for both human and Khuzan members of the heralds' clan/college and is where heralds (with their special political and social status) are trained. Many of the clan members are adopted.

4. AZADMERE BONDINGHOUSE (Clan Urthil [K])
This storage facility is used mainly for goods in transit; there are more extensive warehouses in the Inner City, especially on the first level. All bondmaster activities are entrusted to this clan.

5. VILLAGE OF TANIZ
The residence of most "clanless" humans of the city. Taniz is governed by a reeve on behalf of the king to whom he owes loyalty directly. The principal occupations of Tanizites are labouring (in Azadmere) and fishing. Only about a quarter of the village is on the map (it extends down the coast to the east). Many of the free tenants have vegetable plots and/or livestock which they graze on the commons. Villagers pay property taxes to the crown (the reeve) at a rate 70% that applicable in the city.

6. KERDHAL HALL
The hall plays the same role as a mercantylers' hall in a human city. It is owned by the crown. Those great clans who engage in significant trading (the mercantile clans) are permitted access, as is the occasional foreign mercantyler. The hall is administered by the "Lord Warden of Kerdhal Hall" elected by the clans involved.

7. GRAYMERE HALL OF THE INNER EYE
The closest thing to a temple in Azadmere. Here both dwarves and men may worship whatever (legal) deity they wish. The building is divided into various large and small meditation chambers with and without altars and similar equipment. Clan Hardakain, consisting of about a dozen each of dwarves and humans, reside in apartments at the northern end; they subsist on donations from the hall's users and are responsible for maintenance. The building is of beautifully sculpted stone. The prevailing atmosphere is subdued; silence is broken only by occasional chanting/singing etc. Chambers may be used on request (there may be a wait for larger or special rooms). Donations are optional, but customary, each according to his means.

8. KARASAT SQUARE
The Azadmere market, open from dawn to dusk daily. The Market is administered by the Lord Warden of Kerdhal Hall, (see: [6]).

9. THE AZADMERE PARKOS (Beacon/Harbourmaster)
The beacon tower is 70' tall, lit at night and during conditions of poor visibility. This is also the residence of the harbourmaster of the ports of Azadmere and Taniz. A secret passage links the tower with the Inner City. There is no pilots' guild in Azadmere so the lighthouse plays whatever roles are necessary in that regard. The harbourmaster, Jarnale of Harbas, is human.

10. SEAFARERS' HOUSE (Clan Shiron [H])
A semi-official hostel for seamen plying the waters of Lake Arain. Much of Azadmere's imports/exports are shipped to Pedwar (near Zerhun), thence by the Silver Way to Kaldor. (The River Nephen is not navigable between Zerhun and the Naniom Bridge). Almost all seamen in Azadmere are human.

11. EPHYNIS HALL (Clan Ephynis [M])
All of Azadmere's physicians are trained in the hall and are members of Clan Ephynis by birth or adoption. Most of the Khuzan members dwell within the Inner City, the humans in the hall itself, or at the site of their practice outside Azadmere. Because of the differences between human and Khuzan physiology, each race will generally treat only its own kind.

12. SHIPWRIGHT (Clan Takin [H])
Size: 10 Quality: *** Prices: average
Specialty: barges and fishing boats.

13. PALACE OF TASOKIN (Clan Dhuzak [M])
A royal guesthouse for distinguished humans and foreigners. Clan Dhuzak is a royal retainer clan.

14. THE GOLDEN WHEEL (Clan Roin [M])
Size: 34 Quality: **** Prices: high
Caters to both humans and Khuzdul and is the favoured inn of travellers. Twenty or so human clan members operate the attached stable as well as the ostlers' common outside the wall. These are the only ostler establishments close to the city; the Khuzdul never ride horses.

15. OSTLER'S COMMON
See [14]

16. THE THREE FLAGONS (Clan Amis [M])
Size: 14 Quality: ***** Prices: high +
Caters to Khuzdul and some upper class humans; the city's best inn.

17. THE GEBEN INN (Clan Aaris [H])
Size: 13 Quality: *** Prices: average
One of three taverns in Taniz (the only one on map); caters mostly to humans.

18. THE WAND AND BOWL (Clan Hamyn [M])
Size: 10 Quality: **** Prices: high
Human and Khuzan scholars, merchants and artisans meet here.

19. HIDEWORKER (Clan Gurin [H])
Size: 14 Quality: *** Prices: average
The clan has a shop on Phegis Street and a tannery in Taniz. Raw and cured hides are imported from other parts of the Kingdom and from Kaldor.

20. APOTHECARY (Clan Jerthier [H])
Size: 6 Quality: *** Prices: average

21. CHANDLER (Clan Araisel [H])
Size: 8 Quality: *** Prices: average

22. CLOTHIER (Clan Pamailin [K])
Size: 18 Quality: **** Prices: average
Caters to Khuzdul.

23. CLOTHIER (Clan Waandel [H])
Size: 21 Quality: *** Prices: average
Caters to Humans.

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24. CLOTHIER (Clan Bwenth [M])
Size: 30 Quality: *** Prices: average
Caters to both humans and Khuzdul.

25. EMBALMER (Clan Erkarl [K])
Size: 12 Quality: **** Prices: average
Most Khuzdul are buried inside the mountain. The tombs can take years to prepare. Khuzan custom usually involves that a dwarf will, on the day following his/her 200th birthday, award a commission to begin preparation of a burial chamber and stone carved sarcophagus. Khuzdul who die prematurely are temporarily entombed until their own resting place can be constructed.

26. EMBALMER (Clan Tazin [H])
Size: 6 Quality: *** Prices: average

27. EMBALMER (Clan Shumin [K])
Size: 14 Quality: ***** Prices: high
Known for their fine stone sarcophagi, carved with a likeness of the deceased. Clan members occasionally produce commissioned statues.

28. GLASSWORKER (Clan Owin [K])
Size: 7 Quality: *** Prices: average
Mostly an importer of glasswares.

29. HARPERCRAFT HALL (Clan Sinain [K])
The harpers' hall of Azadmere, one of only four on Harn. Most of the members of the clan are Khuzdul, but a few humans who are members of great Khuzan clans are admitted.

30. JEWELLER (Clan Radrith [K])
Size: 13 Quality: ***** Prices: average

31. JEWELLER (Clan Demelak [K])
Size: 8 Quality: ***** Prices: high

32. JEWELLER (Clan Zaridoth [K])
Size: 16 Quality: ***** Prices: average

33. JEWELLER (Clan Urkang [K])
Size: 12 Quality: ***** Prices: high +

34. LEXIGRAPHER (Clan Erwys [H])
Size: 10 Quality: *** Prices: high
Imports a lot of stock from Kaldor.

35. LITIGANT (Clan Sereth [H])
Size: 4 Quality: **** Prices: high +

36. LITIGANT (Clan Warian [H])
Size: 9 Quality: *** Prices: average

37. LOCKSMITH (Clan Quarmain [K])
Size: 10 Quality: ***** Prices: high

38. LOCKSMITH (Clan Tirion [K])
Size: 7 Quality: **** Prices: average

39. MASON (Clan Orinain [K])
Size: 22 Quality: ***** Prices: high

40. MASON (Clan Huzama [K])
Size: 18 Quality: ***** Prices: average

41. LITIGANT (Clan Erjaris [H])
Size: 5 Quality: *** Prices: average

42. USURER/MERCANTYLER (Clan Horik [M])
Size: 6 Quality: *** Prices: average

43. USURER/MERCANTYLER (Clan Garibath [K])
Size: 10 Quality: **** Prices: average

44. USURER/MERCANTYLER (Clan Tharin [K])
Size: 5 Quality: *** Prices: average

45. USURER/MERCANTYLER (Clan Rakin [M])
Size: 8 Quality: *** Prices: average

46. METALSMITH (Clan Ein [K])
Size: 16 Quality: ***** Prices: average

47. METALSMITH (Clan Pakath [M])
Size: 10 Quality: ***** Prices: average
The clan also produces some weapons, but no armour.

48. METALSMITH (Clan Terrika [K]
Size: 20 Quality: ***** Prices: high
Harn's best metalworking establishment.

49. PERFUMER (Clan Eryl [M])
Size: 7 Quality: *** Prices: high
Imports 80% of stock.

50. POTTER (Clan Urinan [M])
Size: 23 Quality: **** Prices: high

51. LITIGANT (Clan Panis [H])
Size: 4 Quality: **** Prices: average

52. POTTER (Clan Orith [K])
Size: 9 Quality: ***** Prices: average

53. TENTMAKER (Clan Irian [M])
Size: 10 Quality: *** Prices: average

54. THEATRE (Clan Hardakal [M])
Since the tastes of humans and Khuzdul differ, the infrequent performances (1-3 times monthly) generally cater to one race or the other. Plots seem slow to most outsiders. Historical comedy and drama is most popular.

55. WEAPONCRAFTER (Clan Mazrabul [K])
Size: 12 Quality: ***** Prices: very high +
Harn's best weaponcrafter (dealing with the general public), edged weapons being particularly superb.

56. WEAPONCRAFTER (Clan Klarazhal [K])
Size: 16 Quality: ***** Prices: high +
Specialty: mail of such tight weave and fit, it is often thought to be "enchanted".

57. WEAPONCRAFTER (Clan Makrad [K])
Size: 13 Quality: ***** Prices: high
Specialty: low grade (for Azadmere) exports.

58. WOODCRAFTER/TIMBERWRIGHT (Clan Varith [H])
Size: 18 Quality: *** Prices: average

59. WOODCRAFTER (Clan Quarion [H])
Size: 12 Quality: **** Prices: average

60. TOYMAKER (Clan Fili [K])
Size: 15 Quality: **** Prices: average

NOTE: There are a number of exclusively Khuzan commercial establishments within the Inner City that cannot be shown on the Local Map. Those which are shown account for over 80% of the total. Also note that most Khuzan clans, even though they operate businesses in the Outer City, make their homes within the mountain.

THE INNER CITY MAPS

Three supplementary LOCAL SCALE and two INTERIOR SCALE maps are provided. These show the layout of the three levels of the inhabited part of the Inner City; deep mines are excluded, as is an unused Godstone at the very heart of the mountain. The surface of the Ohin Canal is the base height (+0) for all spot elevations; the first level (Ground Floor) is ten feet (+10) above this, the second level is at +60, and the third level is +120 feet. Most of the "booby traps" shown are activated only in time of danger. The secret ways are unknown even to most of the Khuzdul. The Interior Scale maps illustrate small parts of the first and second levels; they point out some interesting features and should convey a general feel for Khuzan architecture.

LEVEL ONE

The Local Scale map of the first (+10) level shows most of the numerous secret entrances to the Inner City that surround Azadmere. These are used for various purposes but were designed primarily as sally ports in case of siege. A number of these tunnels run deeper than canal level for part of their length. The extreme western district is generally given over to mining activities. Mine shafts bore deep into the heart of the mountain, and beyond. The three mineshafts indicated (running downward and to the north) are the main arterial routes; they fork dozens of times beyond the limit of the map. Iron, silver, gold, and gems are mined. In many of the unused mine tunnels, mushrooms are cultivated. The eastern part of the level is comprised of Khuzan clanhouses, storage facilities and the like. Some clans have their family crypts on this level.

The Interior Map

The map on this level shows the main "freight entrance" to the Inner City; most of the area mapped is devoted to shipping functions. Access is by canal and barge; only vessels with a height of less than 20' can pass under the bridges on the Ohin Canal. The map also shows the royal dungeon, a minehead (one of three on this level) and the Royal Azadmere Mint. The mint is operated by the retainer Clan Haredazh; some money is kept here but the royal treasury is located on the third level. Special features numbered on the map are:

1. Cargo Lift
   Freight elevator to third level. The winch is located on the third level.

2. Cargo Lift
   Freight elevator to second level. The winch is located on the second level.

3. Cargo Lift
   Freight elevator to second level. The winch is located on the second level.

4. Portcullis
   Operated from the second level, this huge barrier is over 20 feet wide and 30 feet high. When lowered, it sits solidly on the bottom of the canal.

5. Trapdoors
   There are three of these, located in the cavern roof. See: SECOND LEVEL [6] for details on their operation.

LEVEL TWO

The western districts of the second level and most of the areas next to the cliff face are given over to the military requirements of the royal citadel; the rest of the second level is comprised of Khuzan clanhouses.

The Interior Map

The area covered by this map (commonly referred to as the "gatehouse") contains the Citadel itself, and the only access to the second level of the Inner City (from the Outer City). The battlements of the main city wall are manned by way of the narrow, booby trapped stairway in the southwest. The whole area mapped (directly above the interior map of level one) is given over to functions directly concerned with the royal household, the great hall, kitchens and pantries, guardrooms, barracks, council chambers, the royal weaponcrafter, and the armoury. The northwest part of the map shows the quarters of a typical small family within a great clan. It consists of a lounge (used for private meals and common room) and two sleeping chambers, one for children, the other for the parents. Most dwarves reside in bachelor barracks. Special features numbered on the map are:

1. Booby Trap
   When the lever at the top of the stairs is pulled, the stone slab of the +50 foot level landing drops away into a 90 foot shaft. There has never been need to activate the trap, but it is well maintained and will undoubtedly work well if called upon. The bottom of the shaft is flooded to a depth of 30 feet.

2. Escape Tunnel
   The rock plug in the cliff face may be removed by one of two methods from the inside. The winch will lower the plug silently on well-oiled hinges to a ninety degree angle (horizontal). The lever will simply drop the plug unceremoniously to the lawn 50 feet below (and anyone who may be loitering thereon). There is a rope ladder stored here to facilitate egress. Access to the winch chamber is by means of a mechanically hidden panel to the north which opens into a closet of the lounge. The lounge is a private audience chamber for the king and senior officials.

3. Cargo Lift
   Freight elevator to first level.

4. Cargo Lift
   Freight elevator to first level.

5. Cargo Lift
   Freight elevator between first and third levels. The winch is located on the third level.

6. The Gatehouse (The "Welcoming Room")
   The great portcullis that closes the canal tunnel is operated from here by means of two winches, each of which needs four dwarves to operate. Also note the three trapdoors (stone slabs) and levers to operate them. If a lever is moved north (towards the winches) the slab will pivot on its south end to hang perpendicular to the floor. Moving a lever to the south will cause the same slab to drop away, into the canal, or onto whatever is below. Once the trapdoors are open, numerous handy boulders can be rolled onto any attacker foolish enough to be stationary below.

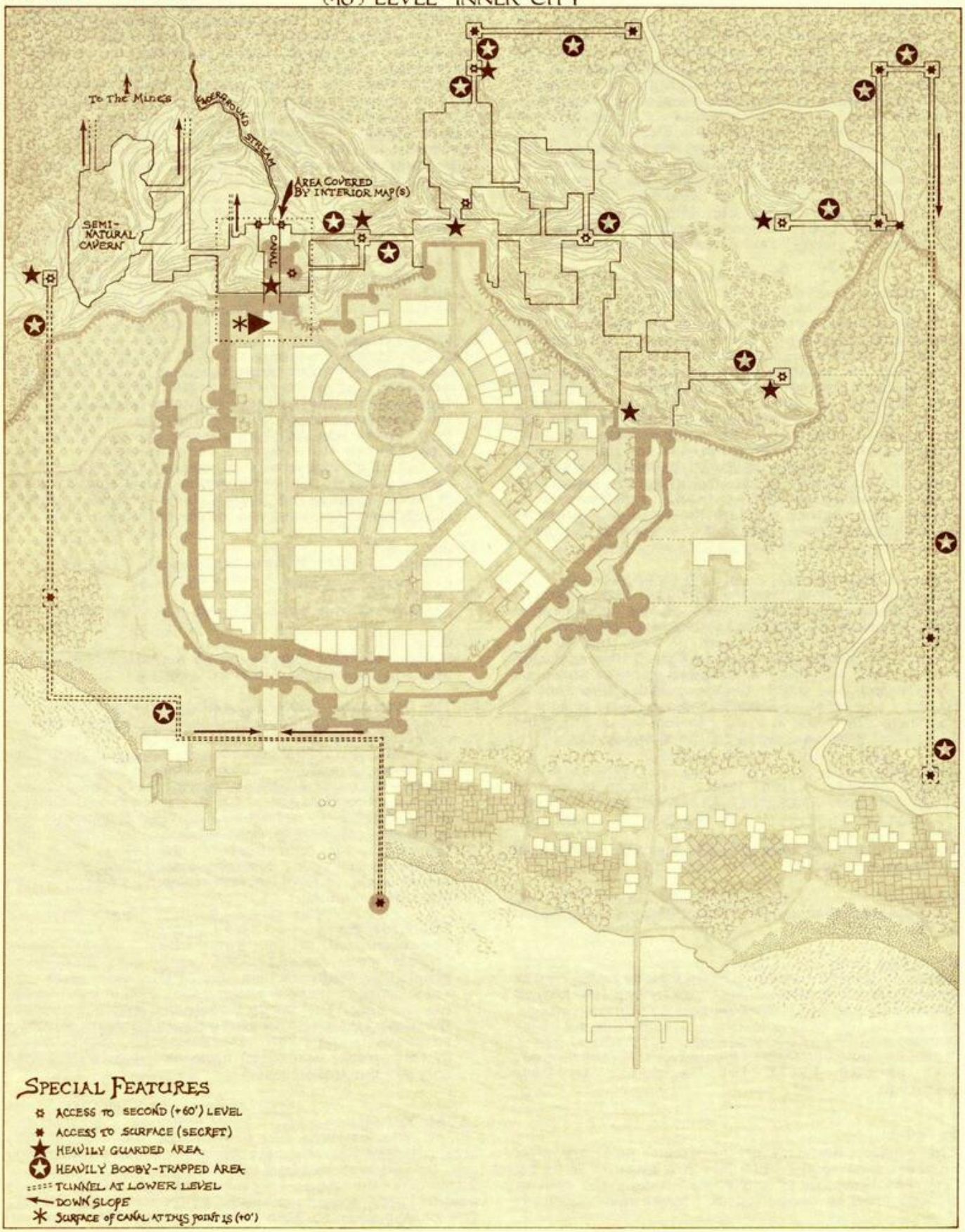
7. Armourer Royal
   The clanhouse of the Farizhalds, a small family (rarely more than 12), but highly respected. It is generally believed that the Farizhalds make the world's finest weapons and armour, almost exclusively for the king. The family lounge and bedrooms are to the north; the workshop and private kitchen and eating room are to the south. The Farizhalds employ magic in their work; enchanted arms and armour are kept only on the third level.

LEVEL THREE

No interior maps are provided of the third (+120') level. It contains the apartments of the royal family and the highest officers of the royal court. Located within are the royal treasury and the king's private weapon room, containing his enchanted arms and armour. The only access to Khir Azhain is from this level and there are secret passages to the surface. Staircases to the second level (there are two of these) are both well guarded. The front (south) side of the third level has open battlements and terraces which have a commanding view over the Outer City and overlook the Citadel below; an overhang of the cliff protects them from above.

AZADMERE 6

SUPPLEMENTAL GM MAP
GENERAL LAYOUT: GROUND
(+10') LEVEL – INNER CITY

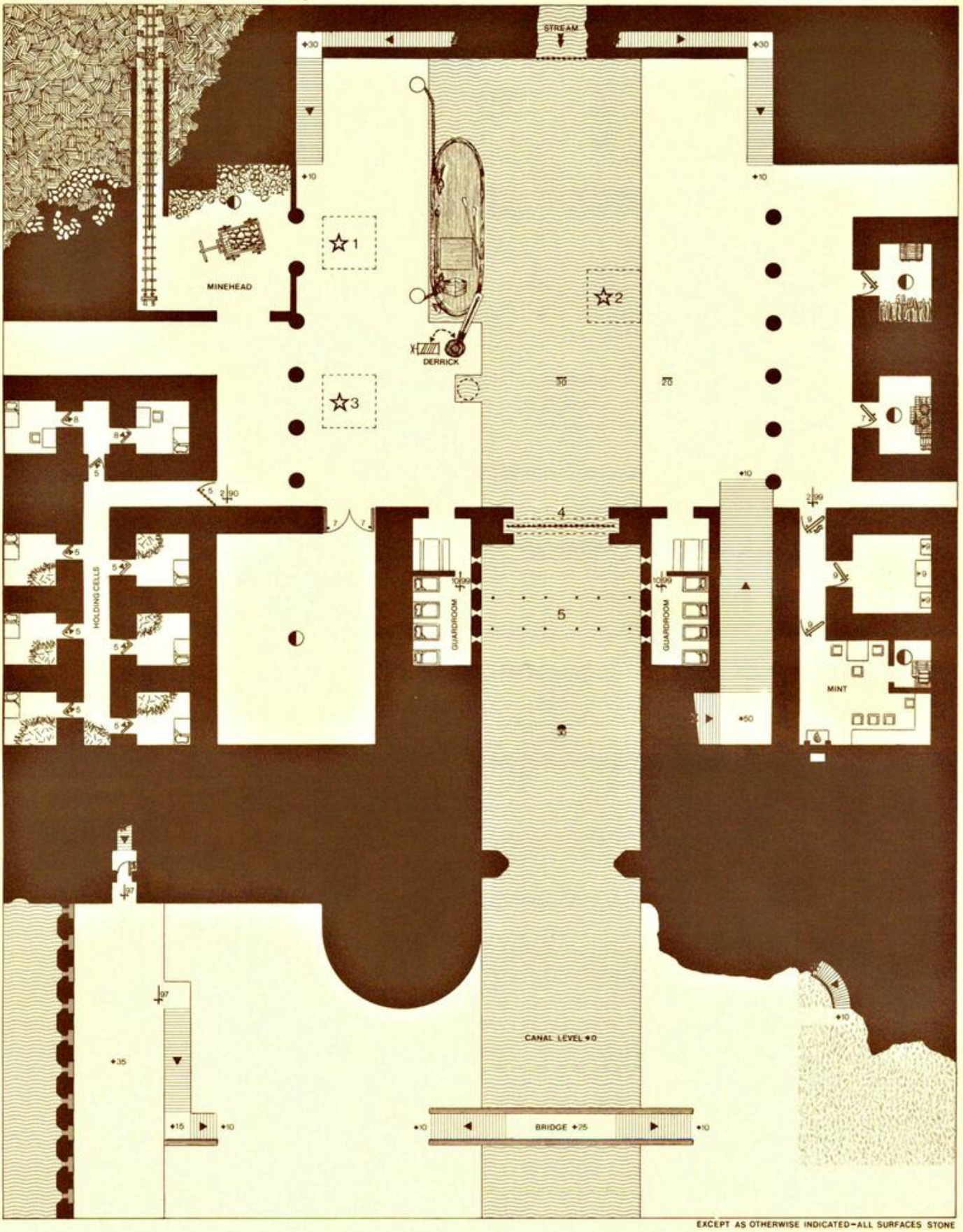


Special Features

- ACCESS TO SECOND (+60') LEVEL
- ACCESS TO SURFACE (SECRET)
- HEAVILY GUARDED AREA
- HEAVILY BOOBY-TRAPPED AREA
- TUNNEL AT LOWER LEVEL
- DOWN SLOPE
- SURFACE OF CANAL AT THIS POINT IS (+0')

GROUND FLOOR (+10' Level)

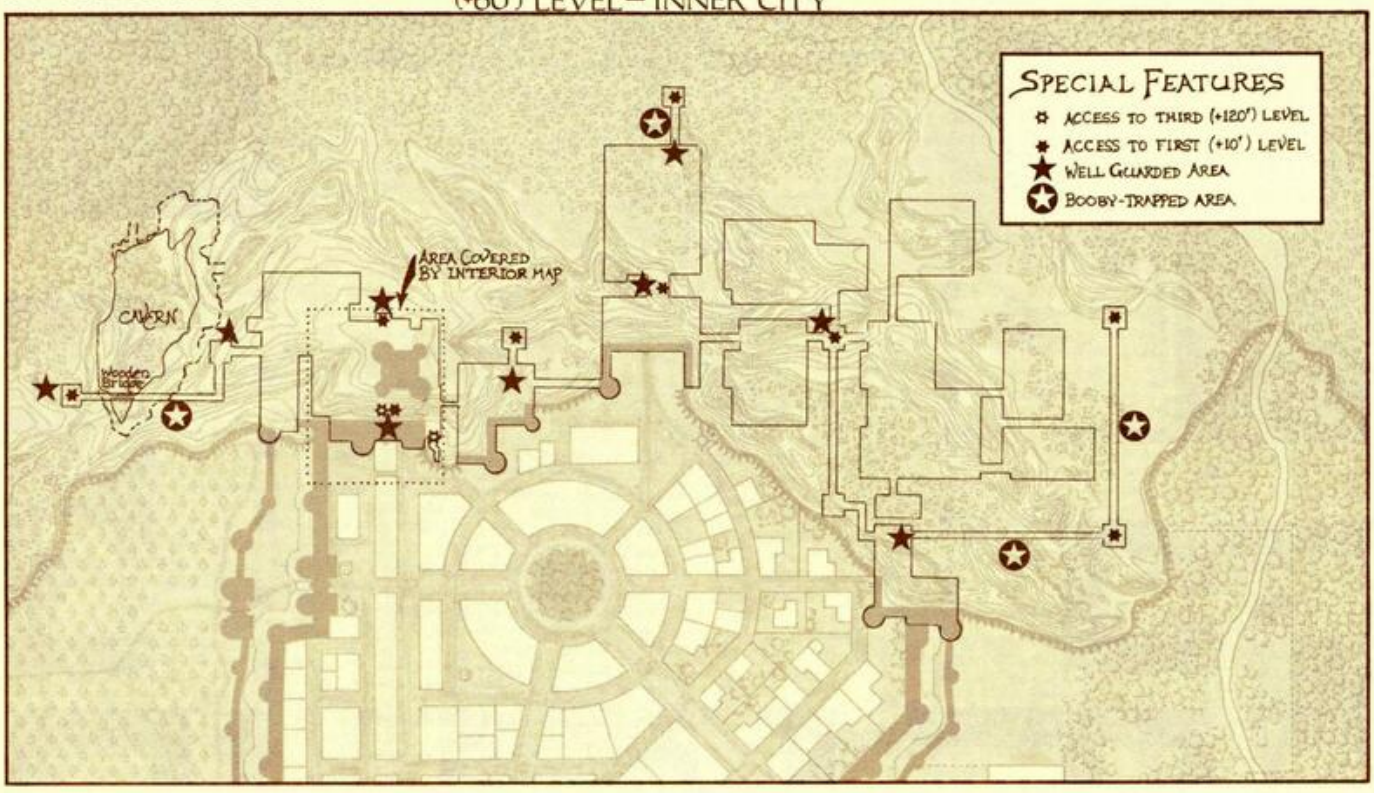
AZADMERE 7



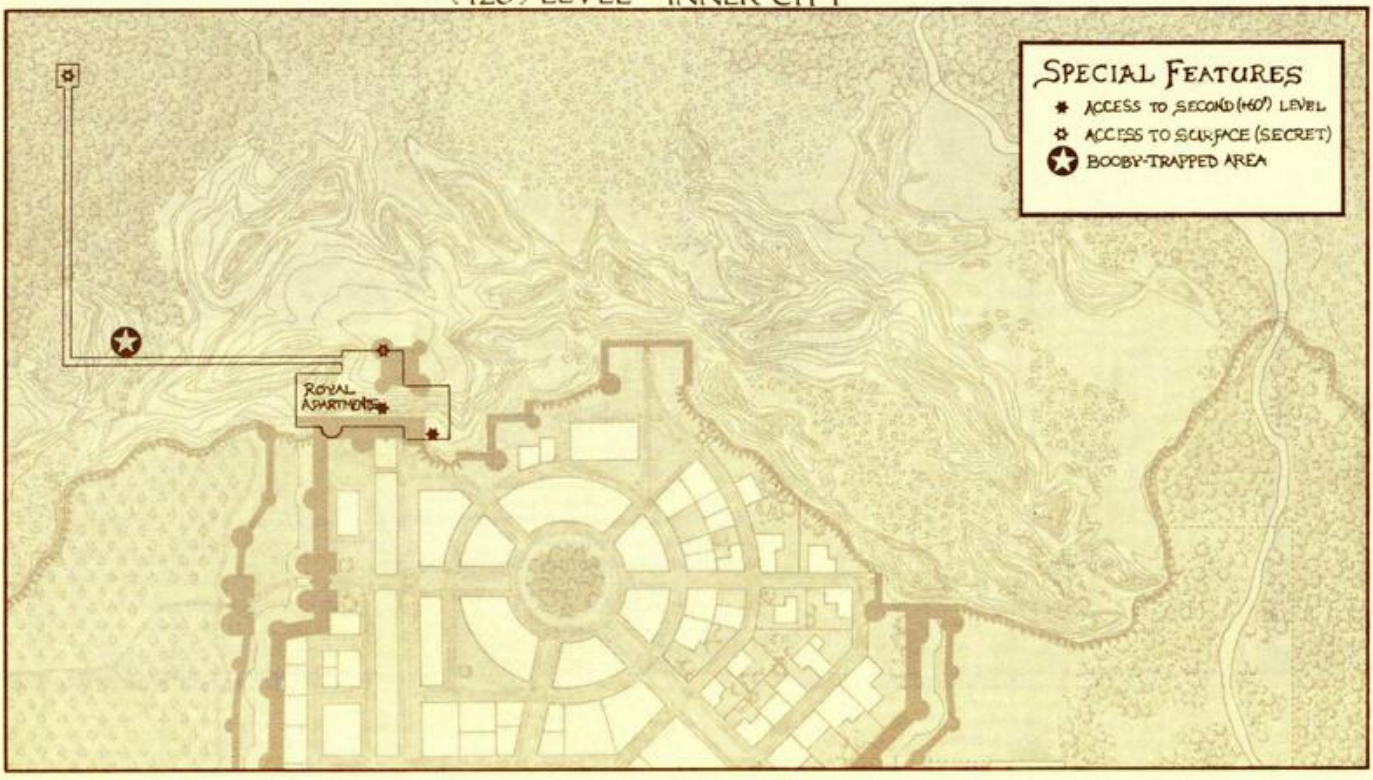
EXCEPT AS OTHERWISE INDICATED—ALL SURFACES STONE

AZADMERE 8

SUPPLEMENTAL GM MAP
GENERAL LAYOUT: SECOND (+60') LEVEL – INNER CITY

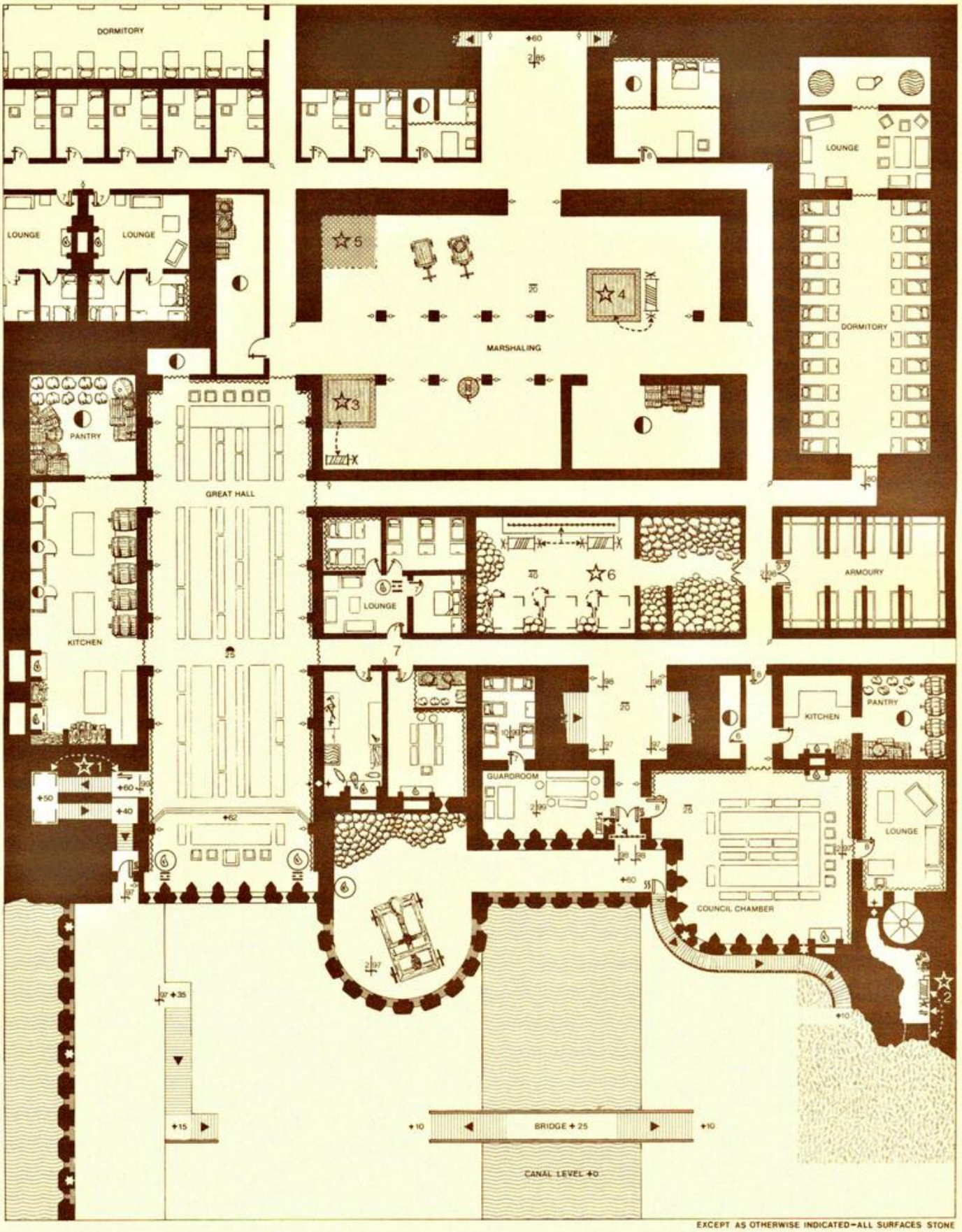


SUPPLEMENTAL GM MAP
GENERAL LAYOUT: THIRD (+120') LEVEL – INNER CITY



Second Floor (+60′ Level)

AZADMERE 9



AZADMERE 10

PLACE	HUNDRED	HOLDER[1]	LEIGE SEAT	GROSS ACRES	LAND[2] QUAL.	HOUSEHOLDS[3] SERF	HOUSEHOLDS[3] FREE	GAMEMASTER NOTES
ABERT	n/a	Reeve	Stanyth	290	0.92	9	1	
ANGAST	n/a	Reeve	Sur	800	0.68	17	0	
AZADMERE	n/a	TARAZAKH	n/a	n/a	n/a	0	0	Garrison 200 (ten companies)
AZE	n/a	Reeve	Khieth	480	0.87	7	3	
BISCOPP	n/a	DURANTH	Habe	1780	0.82	26	8	
BRICEFF	n/a	Bailiff	Habe	1510	0.76	23	9	
CAHDIN	n/a	CHIELT	Habe	620	0.83	11	3	
CANUN	n/a	ARITH	Habe	2060	0.81	31	12	
CLUN	n/a	Reeve	Nephu	560	0.83	10	2	
COSTRAL	n/a	GLYTHS	Habe	1170	0.79	22	3	
CRAGST	n/a	Reeve	Habe	210	0.93	4	6	
DNOR	n/a	Reeve	Habe	240	0.94	2	8	
DUNON	n/a	Reeve	Ulvan	520	0.78	8	5	
DURYN	n/a	WIMAIRN	Habe	1330	0.83	25	6	
ELWYN	n/a	SYTH	Habe	1670	0.80	36	11	
EMUT	n/a	Reeve	Habhen	240	0.89	10	0	
ENFAL	n/a	TAGARN	Habe	1950	0.81	29	9	
ERCADEL	n/a	HAIRTH	Habe	1120	0.84	17	3	
EREB	n/a	Reeve	Tinham	520	0.78	11	0	
ESSET	n/a	Bailiff	Habe	1480	0.82	23	8	
FENAC	n/a	CARLAGN	Habe	1730	0.81	27	7	
FINOTH	n/a	KIETT	Habe	780	0.81	16	3	
GHEN	n/a	Reeve	Shinham	350	0.90	11	0	
GWYNA	n/a	AULNAR	Habe	1160	0.81	16	6	
HABE	n/a	KOPHAR	Azadmere	1480	0.97	30	3	
HABHEN	n/a	COWRYN	Habe	900	0.93	17	4	
HAVULE	n/a	Forester	Habe	n/a	n/a	0	1	Hunting Lodge
HOCYT	n/a	Reeve	Habhen	240	0.92	8	2	
HYDD	n/a	HAUDY	Habe	1710	0.76	32	6	
IDAINE	n/a	ERTHAR	Habe	1690	0.84	29	6	
JALG	n/a	DOWNAN	Habe	1940	0.79	28	11	
JIBERT	n/a	PARWYN	Habe	1780	0.72	31	9	
JUTLUZ	n/a	Constable	Azadmere	0	n/a	0	0	Garrison 20 (one company)
KHIETH	n/a	WHYLS	Habe	1440	0.89	29	7	
KHORTOZ	n/a	Constable	Azadmere	0	n/a	0	0	Garrison 20 (one company)
LARAIN	n/a	Reeve	Finoth	560	0.79	14	0	
LARYM	n/a	Reeve	Habhen	290	0.95	10	0	
LICAN	n/a	Reeve	Khieth	590	0.91	9	6	
LIFFA	n/a	Reeve	Jalg	490	0.73	9	2	
LLAN	n/a	JURIT	Habe	1180	0.83	19	4	
LLONM	n/a	KABUCH	Habe	1920	0.78	35	8	
LLVIN	n/a	Reeve	Enfal	660	0.79	11	2	
LOVAR	n/a	Reeve	Duryn	450	0.78	11	0	
LITHE	n/a	VAGATH	Habe	1830	0.75	33	8	
MALHET	n/a	SCAUNTER	Habe	1420	0.72	22	6	
MARDA	n/a	Reeve	Cahdin	570	0.85	10	3	
MERCIN	n/a	ARDWYN	Habe	1980	0.87	41	11	
MINTE	n/a	LUBART	Habe	1910	0.82	35	9	
MONM	n/a	Reeve	Esset	320	0.72	5	6	
NAVAN	n/a	CORAYN	Habe	720	0.80	8	5	
NEPHU	n/a	YARLS	Habe	1760	0.85	33	7	
NORSTANE	n/a	Bailiff	Habe	2360	0.73	38	12	
ONNOR	n/a	Reeve	Ulvan	430	0.78	8	3	
OVAFF	n/a	Bailiff	Habe	310	0.65	4	7	
PEDWAR	n/a	Bailiff	Zerhun	390	0.85	0	14	
PHUR	n/a	Reeve	Hydd	590	0.74	12	2	
RABEL	n/a	Reeve	Duryn	460	0.80	9	2	
RHYS	n/a	GRAMACH	Habe	2080	0.69	32	7	
SHINHAM	n/a	RAGATH	Habe	1250	0.92	21	4	
SORK	n/a	YARWYN	Habe	1180	0.87	15	11	
STANYTH	n/a	Bailiff	Habe	980	0.91	13	2	
SUR	n/a	FAUSARYN	Habe	2320	0.71	39	9	
STYN	n/a	Reeve	Costral	480	0.77	8	2	
TANIZ	n/a	Reeve	Azadmere	330	0.90	0	109	
TAZAD	n/a	Constable	Azadmere	0	n/a	0	0	Garrison 20 (one company)
TIBA	n/a	Reeve	Navan	810	0.79	15	4	
TICHA	n/a	Reeve	Llonm	640	0.76	11	2	
TILAN	n/a	Reeve	Sork	490	0.86	8	3	
TINHAM	n/a	CARWUSTY	Habe	640	0.81	16	3	
TOMPLAR	n/a	Reeve	Llan	390	0.84	12	0	
ULVAN	n/a	Bailiff	Habe	3800	0.76	60	21	
URELT	n/a	n/a	n/a	0	n/a	n/a	n/a	Abandoned Village
UZED	n/a	Constable	Azadmere	0	n/a	0	0	Garrison 20 (one company)
ZERHUN	n/a	Prince	Azadmere	0	n/a	0	0	Garrison 80 (four companies)

1. Clans (names capitalized) hold their lands in fee simple; named officials (reeve, bailiff, etc.) hold fiefs "in trust" for their leige.
2. Average land quality for Harn is 1.00.
3. Average of 4-5 persons per peasant household, including females and children. Generally, only settlements of 10 (or more) households are mapped.

THE NATURE OF THE KHUZDUL

From earliest times, the Khuzdul have possessed a vastly different world view from that of other races, particularly the Sindarin. The elves are a spiritual, almost ethereal folk; the Khuzdul are as solid and resilient as the mountains with which they have such affinity. Dwarves have more in common with humankind although they tend to be more secretive, clanish, and acquisitive. This latter trait dominates much of their behavour. It is said that it is easier to teach a coin to sing than to wrest it from the grasp of a dwarf. It is not that greed is deemed a virtue, although frugality is, it simply seems to be an incorrigible element of the Khuzan character. Offsetting this is an ingrained sense of honour. Dwarves have an almost instinctive loyalty to king and clan, and to whatever friends they make. In the course of their long lives they will rarely forget friend or foe and are stubborn beyond reason once their minds are set. A dwarf cannot be subjugated. He may be killed, never conquered. If enslaved, he will wither and die before he submits.

Although the Khuzdul bear a general resemblance to humans, they average well under five feet in height, are stocky and have disproportionate strength and resilience. Most mature males bear impressive, often forked beards. The life expectancy of a dwarf is two or three hundred years. However, like the Sindarin, the Khuzdul are not very fertile. Their numbers on Harn do not exceed 5,000, most living within the Kingdom of Azadmere.

HISTORY

The dwarves are reluctant to discuss their history with outsiders. Human scholars of the Khuzdul are few. Off Harn, the Khuzdul are a subject of myth rather than scholarship. Lythian humans lack the fact of Azadmere, an inhabited Khuzan city in direct contact with men, on which to base histories. According to Khuzan legend, the dwarves were awakened from a slumber "...deep within Kethira's bosom..." by the deity Siem, sometime around 7000 BT. Prior to this, they believe they had "slept" at the roots of the earth itself, being created with the universe and sharing its antiquity.

While it may be that the Khuzdul did suddenly emerge from the bowels of the earth, many scholars believe they emigrated to Kethira from another world altogether (perhaps by means of the Godstones) arriving first in Lythia and establishing colonies at Azadmere and Kiraz later. There are Lythian legends recounting tales of "lost cities of the mountain dwellers" and Harnic dwarves occasionally refer to Khuzan city kingdoms on the mainland.

THE KHUZDUL OF LYTHIA

Little of substance can be gleaned from either human or Khuzan sources concerning the Lythian Khuzdul. There once existed a great Khuzan city called Merdain, nestled in the mountainous heart of Lythia. Merdain is little more than a name, a city of seven gray and silver towers wherein lived the seven "nations" of the Khuzdul. For one reason or another, six of the nations departed Merdain to found their own colonies. Communications between them were severed by the explosion of human populations (around 5000 BT) and the cities of the dwarves each pursued their seperate destinies, Larhakul and Erdar, Harhakeim and Kondasgel and, on Harn, Azadmere and Kiraz.

Larhakul and Erdar

The dwarves of Larhakul and Erdar never had anything to do with humans, whose appearance they may have anticipated. Located close to each other on the edge of a high plateau beyond Quarphor, these two Khuzan cities possessed a remarkable network of tunnels. The Harnic Khuzdul believe that they still exist, their folk having retreated underground to avoid human contact. In any event, neither city appears specifically anywhere in human legend; on Harn, only the dwarves of Azadmere keep their legend alive.

Harhakeim and Kondasgel

Of the Lythian dwarves, only those of Harhakeim and Kondasgel had significant, ongoing, recorded contact with humans. Their location was Ivinia, where they gifted men with such arts as ironworking and writing (although the Ivinians now claim the Runic script as their own invention). The Khuzdul tend to be arrogant, and their attitudes towards the Ivinians, whom they had elevated from the stone age, must have rankled the proud northmen. In any event, resentment turned into sporadic violence around 428 TR, as rumours of gold prompted hundreds of Ivinians to prospect and settle on lands claimed by Kondasgel. Khuzan patrols caught and evicted as many humans as possible, but the squatters' resisted and lives were lost on both sides. Well aware that the Ivinians outnumbered them, the two cities sealed their gates to humankind, and receded into legend.

The bad terms on which the two races parted seems to have caused the Ivinians to corrupt their legends, to think less well of the dwarves than is justified by fact. In the three centuries since, the Khuzdul of Ivinia have acquired an evil reputation as the Ivinian

mythos underwent an interesting transformation. There, legends now identify two kinds of "elves". The "light elves", who dwell in a land called Alfheim, are beings "possessed of great power, fair of face, brilliant as the sun, clad in gossamer strands of spider silk" and friendly to humankind. These seem similar to the Harnic Sindarin to the extent that the Orbaalese consider them the same race. The "black" or "night elves" of Ivinian mythology (the Khuzdul) are short, ugly, dirty brown creatures who come above the surface only at night and are turned to stone by the rays of the sun, a spectre with which mothers discipline their children; "be silent or the night dwellers will steal you". Because of these attitudes, the Orbaalese and Khuzdul on Harn are extremely suspicious of each other. Fortunately, neither race has much contact with the other, although the Khuzdul are suspected of giving aid to the Orbaalese Jarin, using their own human subjects as intermediaries.

THE HARNIC KHUZDUL

On Harn, at least, the Khuzdul have survived to the present day, the great city of Azadmere, a dazzling gem and bastion of Khuzan achievement. The history of the Harnic Khuzdul begins c.7000 BT with the establishment of the cities of Kiraz in 6948 BT, and Azadmere in 6894 BT. The Sindarin were the only other speaking people of Harn at this time, and for 5,700 years (the Codominium) Harn was peaceful and prosperous. From the beginning, Kiraz was the greater of the two Khuzan cities, but each had a multitude of lesser outposts, and each made its own unique contribution to that golden and harmonious age.

The Coming of Men

The spread of humankind with their higher birth rate and greater numbers, has everywhere marked the passing of the world from the hands of the elder peoples. By 2000 BT, the tide of men was coming throughout Lythia, Khuzan cities had become islands some of which would survive and some of which would be submerged. The Jarin were the first men to reach Harn c. 1300 BT; they were relatively peaceful and were allowed to settle. By then, the Khuzan kingdoms were virtually independant from their Sindarin leige. While their present notion of kingship was yet to mature, their clans were highly specialised and they possessed a complex social structure. The Jarin acquired new skills from the Khuzdul and refined others.

While Kiraz obtained most of its food by hunting and gathering the abundant wildlife of Equeth, Azadmere's higher elevation and less bountiful environs had forced it to devote a large part of its valley to farming, fishing and herding. The Khuzdul have never been fond of such activities, so some of the first Jarin to reach Azadmere were allowed to settle along the shores of Lake Arain where they gradually took over these functions.

The Atani Wars

The Khuzdul believe that with the outbreak of the Atani Wars (c.900-700 BT) it was they who bore the greater share of the fighting against the waves of barbaric humans invading Harn. It is certainly true that Azadmere made terrible sacrifices in the futile attempt to drive the Lythian barbarians from Harn. Kiraz, located further from Lythia, was brought less into the fray. When the Sindarin King Aranath abdicated his rule over all of Harn and withdrew to the Shava Forest, both Kiraz and Azadmere, by then virtually the last strongholds of the Khuzdul, felt betrayed. With the realisation that they could not pursue the fray alone, with any hope of success, the Khuzdul withdrew into their two fastnesses.

As the Lythian barbarians conquered and assimilated the Jarin and spread throughout Harn, the Khuzdul became more and more insular in their outlook. The dwarves of Kiraz cut of virtually all contact with humankind. This meant that Kiraz would remain largely dependent on hunting, and that it would have no human allies in future conflicts. Azadmere provided sanctuary for Jarin refugees. Secure within their fortifications, and bolstered by their human subjects, Azadmere was less wary of the barbarian newcomers and more willing to treat with them. Consequently, the upper Kald valley maintained a more advanced civilisation than the rest of Harn. Good relations between Azadmere and the nearby tribes could not, however, prevent the rise of Lothrim in central Harn.

The Carnage of Kiraz

Kiraz strove stubbornly to cling to her old ways. While Azadmere expanded her trade with humans and developed her unique and vibrant hybrid culture, Kiraz, originally the greater of the two cities, was entering a slow decline. By Lothrim's time Kiraz had enjoyed seven thousand years of majesty, but by a freak of fate, Lothrim and his foulspawn were able to bring about the destruction of this once great fastness. Many Khuzdul blame the Sindarin of Evael for the rise of Lothrim; the elves could, it is claimed, easily have thwarted the Foulspawner's ambitions, or at least warned the Khuzdul of his intent. Whether or not blame can rightly be laid at the door of the Shava Forest, the issue was another blow to Khuzan-Sindarin relations. Since that time, the dwarves of Harn have had little to do with the elves.

The Foulspawn Wars

The Kiraz dwarves extracted a grim revenge on Lothrim after defeating him at the Battle of Sirion, but his death did not mark the end of the Khuzdul's woes. The survivors of Kiraz fled to Azadmere and there ensued an era of constant skirmishing with Lothrim's foulspawn, the Gargun. The conflict between these two races have cost many hundreds of Khuzan lives, untold numbers of Gargun, and even today shows no sign of ending.

THE KHUZAN CLAN

The fundamental social, political and economic unit of Khuzan society is the clan; almost a society within a society. Khuzan clans vary in size, from a single, nuclear family to a collection of dozens of family units, and scores of unmarried males and females. The principal link between members of the clan is common blood, but most larger clans contain a number of adoptees. At the head of the clan is the clanhead, generally elected for life by a "succession council" of clan adults, convened on the death of the previous leader. There are no formal succession rules, but in most cases a direct blood descendant will succeed, usually a son or daughter, most often the eldest son. This form of succession has become the dominant pattern in human society as well.

KHUZAN FEMALES

Males outnumber females by three to one. Polyandry is socially unacceptable. Hence, most males never marry; one hundred years young is considered the appropriate age for matrimony. The females play a subtle role in their society. Females head a few clans, but most confine their activities to domestic and social functions. This is by choice since the females are free to practice any occupation. The dwarves honour and respect their women. Unlike human females, Khuzan women have the same physical capabilities as the males and have often taken up arms alongside their brothers and fathers. Outsiders who set eyes upon a female dwarf often confuse them with young males (who also lack beards).

ECONOMICS

The Khuzdul practice at least as many crafts as do humankind, but long experience and natural affinity have granted them unrivaled superiority in the skills characteristic of Khuzan endeavour, masonry, all kinds of metalworking, gemcraft, and the like, only the Sindarin can approach the Khuzdul in expertise. The dwarves also practice a few crafts that are rare or unheard of among other races. Among these are the raising of mushrooms and truesilver (platinum or mythral) working. The dwarves are not fond of farming (traditionally obtaining their food by hunting and gathering); in Azadmere the Jarin humans are responsible for agricultural activities and some foodstuffs are imported.

Khuzan Trade

Only Azadmere does much trading with outsiders. Her artifacts, especially weapons, gold and silver products and jewellery, are in great demand throughout the Harnic Isles and western Lythia. These are produced in small amounts but are of superb quality. The secretive dwarves will not teach their tongue to outsiders. The shrewd Khuzan equivalent of mercantylers bargain in the languages of their customers. Khuzan traders have a reputation for ruthless bargaining; they give nothing away. Most human mercantylers cringe at the thought of a trading session with the Khuzdul; most would rather not partake of the experience. Only the high demand for dwarven wares persuades them to do so.

The Economic Role of the Clan

The enconomic role of the clan corresponds to that of the guild in human society. Khuzan clans specialise in specific occupations, masonry, weaponcrafting, trading, etc. The clan's monopoly within its field is protected by tradition rather than law; they are less sensitive about their prerogatives than are human guilds. Despite the differences, the Khuzdul respect human law and custom and acknowledge the privilege and monopolies of human guilds. Consequently, the economic rights of Khuzan clans are even more respected by human guilds than they are by the dwarves themselves. In Azadmere, humans are accepted into many of the great Khuzan clans and human clans have themselves grown very similar in structure to the Khuzan.

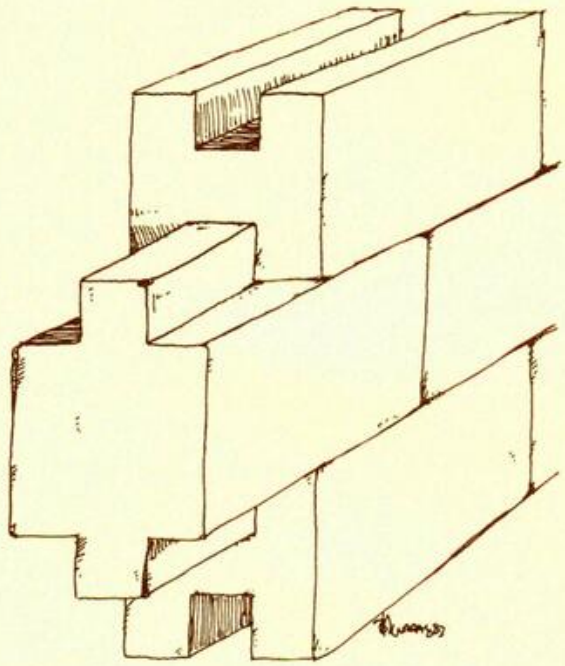
Mining

It seems natural that the Khuzdul are the most competent tunnelers among the speaking peoples. Only the Gargun come anywhere close, and their mines and cave-complexes are crude, unpleasant places by comparison. On Harn, the dwarves of Azadmere control the only active gold mines, and the only truesilver deposits known anywhere. It is probably no accident that the city of Azadmere sits astride rich deposits of gemstones, gold, silver, and iron. All of these are mined and exported in both worked and unworked form. Among the Khuzdul, of course, the arts of the miner, embalmer, and mason overlap considerably.

Architecture and Masonry

Khuzan communities have always been subterranean. Unlike the settlements of the Gargun, the halls of the dwarves are spacious and well illuminated, generally carved from the living rock whose natural beauty the Khuzan masons polish and preserve. Those few humans who have seen the great halls of Azadmere or Kiraz have been entranced by the natural veins of minerals that lend their glistening splendour to the walls, floors and ceilings.

Khuzan architecture tends to be linear; the dwarves prefer rectangular floor plans and will orient their passages in a north-south or east-west direction. Fortifications are cunningly wrought; the dwarves have an unequalled command of mechanisms and engineering. It is not widely known that there are three distinct types of stone construction practiced by the dwarves. The most common method is simple carving. Azadmere, for example, is for the most part carved directly from natural rock; the Khuzdul employ their innate sense of fault and stress to create the sturdiest possible cavern or corridor. Another method is block and mortar, similar to that used by other races. The Khuzdul, however, mix a superior cement, resulting in more resilient constructs, and sometimes build "sandwich walls", a composite construction, utilising wood and rubble between stonework to absorb shock (sandwich walls are not unknown to men). The third method is "jointed masonry", which requires the commitment of long years of effort, but the results are of unsurpassed strength.



DOUBLE TONGUE MASONRY

Despite the meticulous craftsmanship necessary to cut building stone with the required precision, this is actually one of the simplest forms of Khuzan jointed stonework. Note that once a double tongue wall is completed, it will look quite ordinary; this is a feature that all Khuzan jointed stonework has in common.

A peculiarity of Khuzan masoncraft is their stairways. It would be natural to think that dwarves, with their relatively short legs, would prefer shallow steps, but this is not the case. Most Khuzan stairways are at forty five degrees, a rather steep and uncomfortable angle that has, unfortunately, been copied by human masons. The reason for the preference is obscure, but probably has to do with the fact that a steep staircase is easier to defend.

Gemcraft and Fine Metal Work

In the working of gems, gold and silver, the dwarves are rivalled only by the Sindarin who, after all, have been practicing longer. Jewellery of Khuzan make is superbly executed. While artifacts of vast variety are made for export, that intended for home consumption is characterised by a solid, almost bulky aspect. This is purely a matter of taste.

The best known product of the Khuzan jewellers of Harn is one of the least elaborate. The Khuzan Gold Crown, although rare, is the most universally accepted trading token in the Harnic Isles, because they are the least debased coins on Harn. The engravers of the Royal Azadmere Mint, using techniques unknown to men, produce these coins with an average purity of more than ninety eight percent, yet they remain hard and durable.

Weaponcrafting

The arts of the Khuzan weaponcrafter are highly developed. Harn's finest weapons and armour come from Azadmere. They are highly prized and possess unique flexibility and strength. Khuzan battleswords and battleaxes range from 2000-5000d each, but are rarer than a friendly priest of Naveh.

RELIGIOUS BELIEFS

The Khuzdul tend to separate their religious doctrines from their everyday lives. Most dwarves have such unquestioning faith in their basic religion that they see no need to constantly reaffirm it with complex ritual proclamations of piety. They doubt the sincerity of those who find it necessary to constantly shout their faith from on high. Khuzan religion is a personal matter. The dwarves worship in quiet, solitary meditation whose object is to regain touch with the racial spirit. They see little need to aggregate in large congregations. Their priests are a cross between teachers and philosophers, individuals rather than members of institutions, councillors rather than clerics.

Their lack of religious formality should not be viewed as spiritual bankruptcy. Most Khuzdul revere the demigod Sereniel, the semi-autonomous servant of Siem who intercedes on their behalf at his master's throne. However, while they thank Siem and Sereniel for their animus, they firmly believe that their essence is as old as the universe, and in many ways indistinguishable from it. They have developed this doctrine into a comprehensive racial or group spirit, most readily apparent in a dwarf's intense loyalty to his clan and to his ancestors. Their basic worship is really a oneness with nature, particularly with the granite of the mountain's heart. The character trait that makes a dwarf shatter but never bend, their patience and endurance over a long lifespan, are examples of their affinity with stone. Such traits may, of course, be in the eye of the beholder, but most outsiders will admit their existence in the Khuzdul. Even in death, the Khuzdul favour the rocks of the earth. They are entombed in stone (never buried in the earth) because in their view, this completes the cycle of their origin.

THE KHUZAN MILITARY

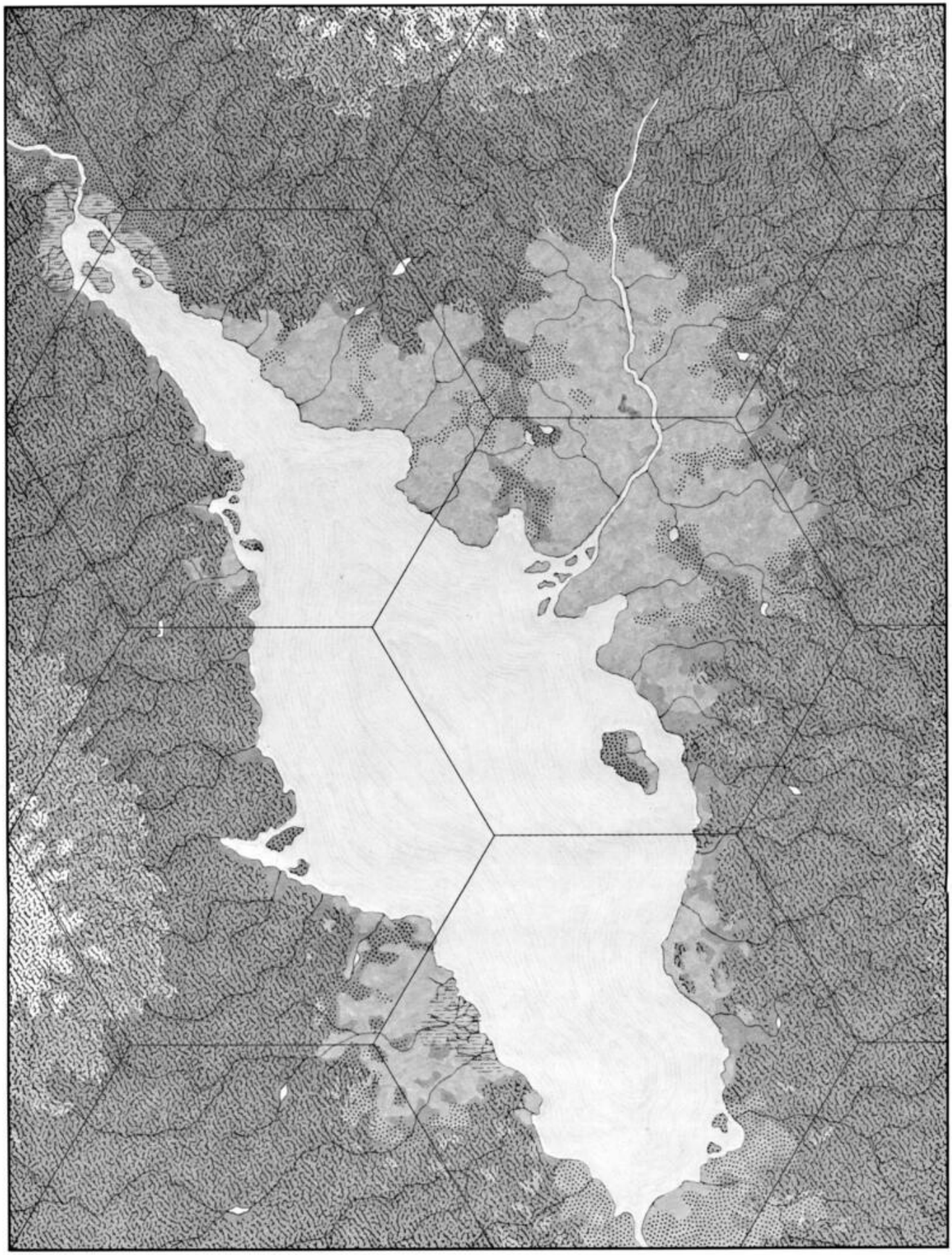
The wealth of the Khuzdul enables them to maintain a standing army. All dwarves will bear arms if necessary, and this includes the females; all have at least rudimentary military training and Khuzan strength is a considerable asset in combat. The dwarves fight mostly as heavy or medium foot, never mounted. Their strength, or more exactly their constitution, enables them to use the unique combination of heavy armour with heavy weapons. Mail, scale or heavy leather can be combined with a battlesword or, more likely, some kind of heavy axe. The combination, rare among weaker creatures, makes possible the feared and respected Khuzan "Superheavy Foot". The organisation of the standing army is the prerogative of the king who entrusts it to one or more large retainer clans. The Royal Guard, is usually divided into High and Low contingents and is supported by a militia of all able-bodied dwarves. In the Kingdom of Azadmere, the Khuzan clans Kuhrdin (Low Guard) and Hurenfal (High Guard) are further supported by the king's human subjects who are organised along feudal lines.

THE KHUZDUL OF HARN TODAY

It must be remembered that the Khuzdul have a different scale of history than their short-lived human contemporaries. To the dwarves, the modern period is the last several centuries; in Azadmere, Lothrim is a foe only two or three generations removed, a name that can still arouse passion. Their experience has given them little cause to love humankind, with the exception of the Jarin subjects of Hazmadul III of Azadmere. They have gradually developed a working relationship with the culture of nearby Kaldor; individual Khuzdul may settle among humans for reasons of trade. Relationships with the Sindarin are strained at best and the Gargun are mortal foes. Nevertheless, the last stronghold of the Khuzdul on Harn seems secure against any forseeable threat.

AZADMERE
PLAYER MAP

LEAGUES
0 1 2 3 4 5



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AZADMERE

COMMON MAP

RON GIBSON

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HABE
PLAYER MAP

RON GIBSON GARRY STEINHILBER
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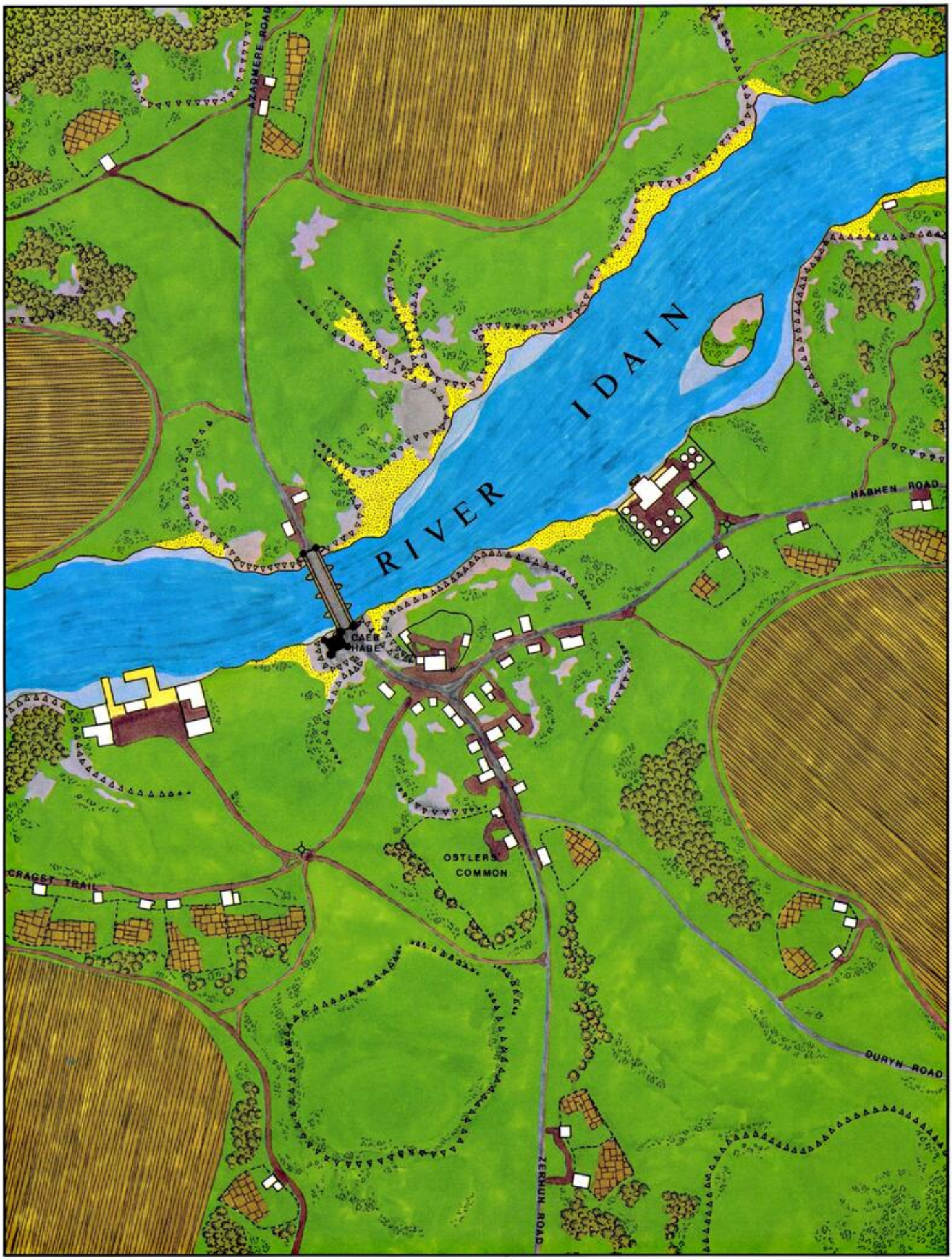
HABE
COMMON MAP

LOCAL SCALE
FEET
0 50 100 200



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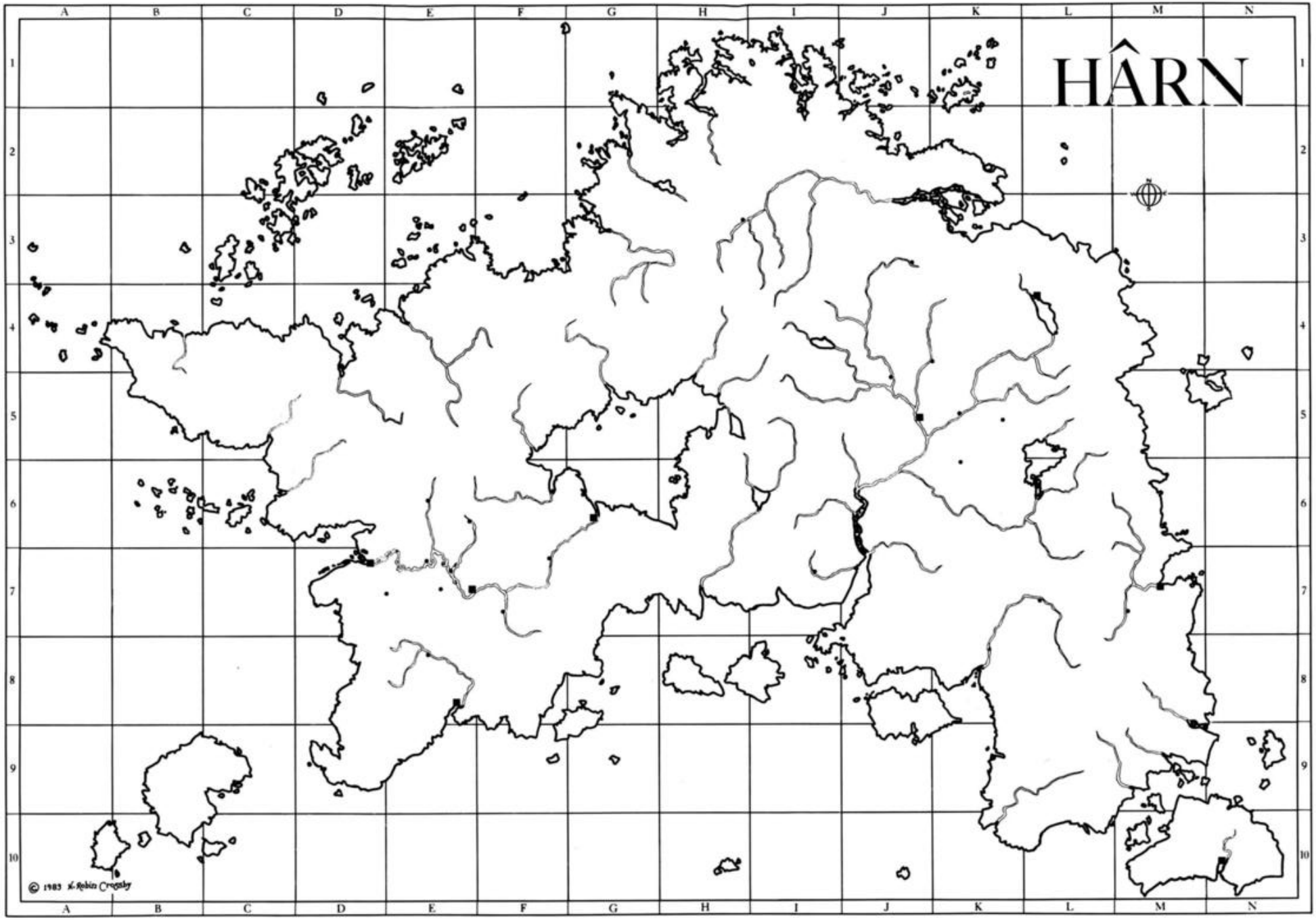
HÂRN
A B C D E F G H I J K L M N
1 2 3 4 5 6 7 8 9 10
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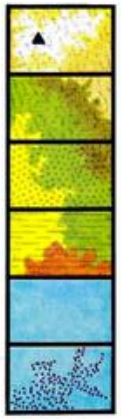
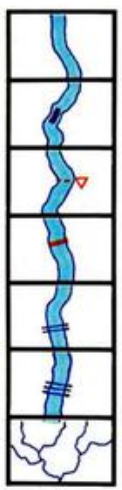
HÂRN
SEA of ITIKIR
AFAREZIRS
SEA of TIRPAL
SEA of IVAE
GULF of ANDURIEN
GULF of EDERWYN
GULF of CHAKRO
GULF of PENDOS
LAKE BENATH
RIVER KALD
THE BALAKAS
CAPE KRÄMEN
KÖGEN PENINSULA
BIJÖ
CAPE AKAG
KERBVA
TARIN BAY
BINDRA POINT
JAHL MOUNTAINS
ORBAAL
NOTHELA
SORKIN MOUNTAINS
RAYESHA MOUNTAINS
PELSHA MOUNTAINS
EQUETH
PERAN
THARDA
RETHEM
KALDOR
ATHUL
SHAVA FOREST
SETHA HEATH
TERNU HEATH
KANDAY
HORADIR
ANADEL
MELDERYN
ANFLA
BELNA
KEBOTH
SHATA
KAMACE
TIEKA
ENLAYA
EMABA STRAIT
CAPE GEMAL
BELNA STRAIT
INDATHA STRAITS
MOZIL POINT
CAPE ADRAB
KADAS STRAIT
MORVILYA BAY
KARVETH ISLANDS
MIRATH ISLANDS
CAPE KOBEO
CAPE YIKOD
TIRSA ISLANDS
BOKA BAY
CAPE OBEO
CAPE RENDA
GARVIN BAY
KUZA POINT
ANRIST POINT
ANOTH DELTA
KEIREN
ZUDEN
MARDY
GEDIL
SHERWYN
TANDIR
VAAGEL
LED
GELDEHEIM
ARATHEL
LORKIN
LERIEL
AZADMERE
ZERHUN
GARDIREN
MINARSAS
QUALDRIS
TASHAL
ILESHAFEN
THAY
HARDEN
GYTHRUN
BURZYN
NURISEL
CHERAFIR
CHYRE PAL
IKOM
ELNAR
KARVETH
TIVEN
SARKUM
ALEATH
DOMIB
KEBOTH
MENEKOD
MOLERYN
KUSEME
DYRISA
CORANAN
GESHTEI
IMRIUM
SHOSTIM
ITHIKO
TORMAU
MENEKA
SELVOS
TECHEN
COLOTHA
SHIRAN
PARNAI
TELEN
THARD
ELSHAVEL
ENORIEN
HOMOS
TROBRIDGE INN
ONDEN
OSEL
WEND
KALD
TONTURY
ILKEN
SELEME
KIBAN
NEPHEN
ZERRBL
MISYN
GETHEDON
HEIMURIN
MYEN
NORON
ANOTH
OWEIN
ETECE
PELIRIN
SAREN
KROSF
DIRENA
ARUN
GELENE
HERAS
ULMEREN
MORATA
SOLEMO
JEBRU
SIREN
NUEM
ELORIEN
ELORIEN
SHOLO
HAFEG
GULF
KAND
KIB
MOVEL
ARDIR
AKOVA
MEREM
ALDRIE
KARVETH ISLANDS
CAPE MEFIM
KUSTAN
PERATH
ODOSIA
OMISEN
PECH
PERES
SUTHEN
PENTA
SHETUL
WEREN
NEJ
ARAM

ATLAS HARNICA KEY

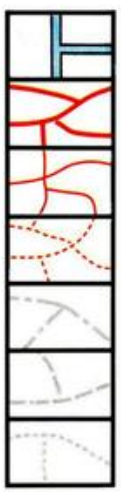
ICE, SNOW OR ROCKFIELD
ALPINE VEGETATION
NEEDLELEAF FOREST
MIXED FOREST
WOODLAND
HEATH
CROPLAND AND PASTURE



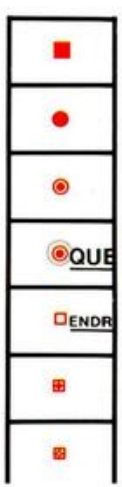
PEAK
MOUNTAINS
HILLS
MARSHLAND
WATER
REEF



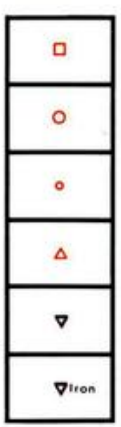
RIVER
FORD
FERRY
BRIDGE
CATARACT
RAPIDS
STREAM



CANAL
PAVED ROAD
UNPAVED ROAD
TRAIL OR RURAL TRACK
NATIONAL BOUNDARY
SHIRE OR PROVINCIAL BORDER
HUNDRED OR DISTRICT BOUNDARY

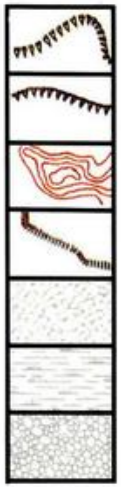


WALLED TOWN
CASTLE
KEEP
SHIRE MOOT OR PROVINCIAL CAPTL
HUNDRED MOOT OR DISTRICT CAPTL
RELIGIOUS INSTITUTION
FIGHTING ORDER (CHAPTER HOUSE ETC.)



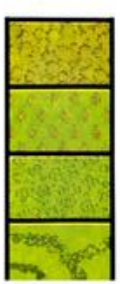
MANOR/VILLAGE (STONE FORTIFICATION)
MANOR/VILLAGE (WOODEN FORTIFICATION)
MANOR/VILLAGE (UNFORTIFIED)
TOLLHOUSE (ROYAL OR STATE)
POINT OF INTEREST
MINE OR QUARRY

LOCAL KEY

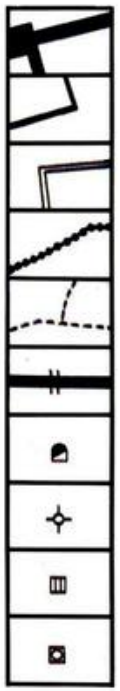


SCARP (ARROWS POINT DOWN)
CLIFF (ARROWS POINT DOWN)
CONTOUR
DITCH
ROUGH/BROKEN TERRAIN
BOG/SWAMP
RUBBLE/LOOSE ROCK

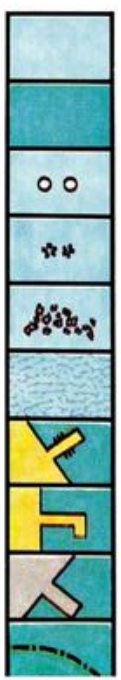
STONE SURFACE
WOOD SURFACE
EARTH/MUD SURFACE
GRASSY SURFACE
SANDY SURFACE
GRAVEL SURFACE
ARABLE FIELD OR CROPLAND
VEGETABLE PLOTS



TREES
ORCHARD
BUSHES
HEDGE



FORTIFIED STRUCTURE OR WALL
STONE WALL
LOW WALL
PALISADE
FENCE
IMPORTANT GATE
CAVE/TUNNEL ENTRANCE
OUTDOOR WELL OR FOUNTAIN
PILLORY (STOCKS)
GALLOWS/BLOCK OR EXECUTION SITE



OPEN WATER (0-15' DEPTH)
OPEN WATER (OVER 15' DEPTH)
PILINGS
SUBMERGED PILINGS
SUBMERGED ROCKS
SUBMERGED SAND OR MUD BAR
FLOATING JETTY
WOOD JETTY
STONE JETTY
LOG BOOM

INTERIOR KEY

FEET
0 10 20 30 40

- PAVED SURFACE (STONE FLOOR)
- WOODEN SURFACE
- EARTH/MUD SURFACE
- SANDY SURFACE
- GRASS/LAWN /MEADOW
- WATER

- TREE
- BUSHES/ HEDGE
- HAY/FODDER /Etc.
- RUBBLE

- RUBBLE WALL
- STONE WALL
- LOW STONE WALL (UNDER FIVE FEET)
- DAUB AND WATTLE WALL
- LOW DAUB & WATTLE WALL (UNDER FIVE FEET)
- WOODEN WALL
- LOW WOODEN WALL/FENCE (UNDER FIVE FEET)
- RAMMED EARTH WALL
- IRON BARS
- RAILING OR BALUSTRADE
- POST & RAIL FENCE
- LATTICE PARTITION
- TAPESTRY OR CURTAIN

- DOORLESS PORTAL
- WOODEN SWING DOOR
- IRON BOUND DOOR
- IRON GATE
- FALSE DOOR
- SLIDING DOOR
- POCKET DOOR
- PORTCULLIS
- SECRET DOOR (MECHANICALLY HIDDEN) SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
- SECRET DOOR (MAGICALLY HIDDEN) SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
- TRAPDOOR IN FLOOR
- TRAPDOOR IN CEILING
- IRREGULAR HOLE IN WALL
- ARROWSLIT
- PEEPHOLE
- WINDOW
- GLAZED WINDOW
- BARRED WINDOW
- WINDOW SHUTTERS

LOCKING DEVICES

USED ON DOORS, WINDOWS, TRUNKS, ETC.

ALL SHOWN ON THE SIDE(S) THEY ARE ON, OR CAN BE OPERATED FROM

- Latch
- Wooden Bar
- Iron Bar
- Iron Bolt
- Lock (RATED FROM 1 (WORST) TO 9 (BEST))

- STAIRS (ARROWS ALWAYS POINT DOWN)
- SPIRAL STAIRCASE (UP ONLY)
- SPIRAL STAIRCASE (DOWN ONLY)
- SPIRAL STAIRCASE (UP AND DOWN)
- LADDER (LADDER UP ONLY)
- LADDER (LADDER DOWN ONLY)
- LADDER (LADDER UP AND DOWN)
- SLOPING SURFACE (ARROWS ALWAYS POINT DOWN)
- SPOT ELEVATION (HEIGHT ABOVE "0" LEVEL) +78
- CEILING HEIGHT (SHAPE OF CEILING MAY BE INDICATED)
- OPENING IN CEILING
- OPENING TO LOWER LEVEL (HOLE IN FLOOR)
- OPEN FLOOR & CEILING
- BUILDING OUTLINE (MAIN FLOOR/LEVEL. FOR REFERENCE)
- MECHANICAL CONNECTION
- BROKEN ITEM
- MECHANICALLY HIDDEN ITEM
- MAGICALLY HIDDEN ITEM
- LAVATORY (RELIEF ROOM)
- STORAGE AREA
- GUARD POST (FIRST NUMBER INDICATES THE NUMBER OF GUARDS (IF MORE THAN 1) SECOND NUMBER IS THE PERCENTAGE CHANCE OF THEIR BEING PRESENT) 5/99
- SPECIAL FEATURE
- UNSTABLE FLOOR
- UNSTABLE CEILING

- FIREPLACE
- OVEN OR KILN
- BRAZIER
- WELL
- WATER TANK /RESERVOIR
- WINCH
- LEVER
- TORCH/LAMP BRACKET
- MACHI-COLATION
- CUPBOARD OR ALCOVE
- DRAIN/VENT IN FLOOR
- DRAIN/VENT IN CEILING
- WALL VENT
- HANGING ITEM (MEAT, FISH ETC.)
- REFUSE PILE
- PODIUM
- CRATES/ BARRELS/Etc.
- CHEST /TRUNK (SEE LOCKING DEVICES)
- TABLE BENCHES Etc.
- CHAIR/ THRONE
- PALLET OR CRUDE BED
- GOOD BED
- GOOD FOUR POSTER BED
- BUNK BEDS

ZERHUN
COMMON MAP

LOCAL SCALE
FEET
0 50 100 200

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ZERHUN
PLAYER MAP

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AZADMERE

COMMON MAP

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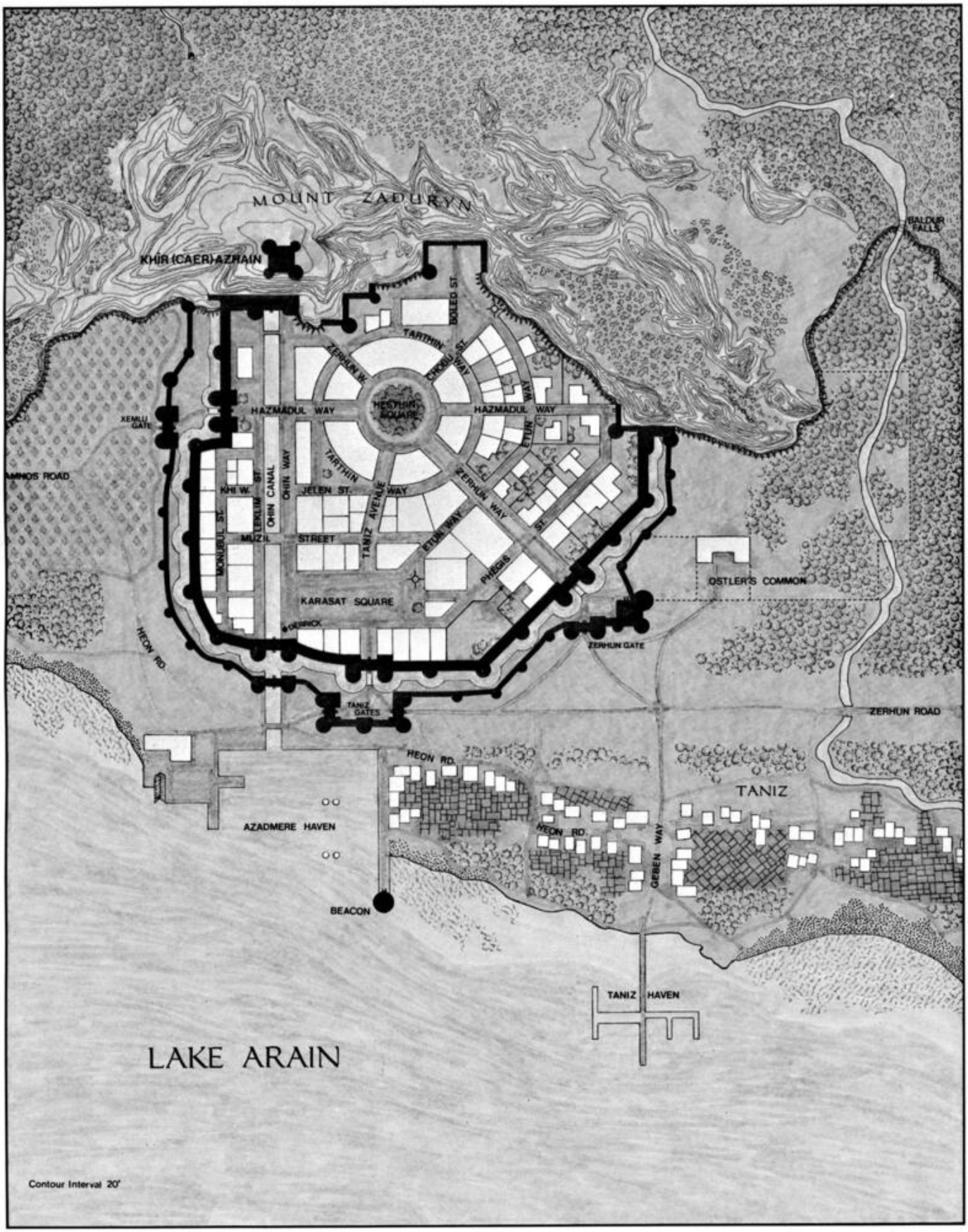
AZADMERE
PLAYER MAP

LOCAL SCALE
FEET
0 50 100 200



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LOCATION	Kingdom of Azadmere
STATUS	Seat of the Baron of Habe
POPULATION	Settlement: 250 - Barony: 4,400

The principal human settlement of the Kingdom of Azadmere. Located on the left bank of the Idain River, Habe keep sits astride the paved road from Azadmere to Zerhun, guarding the ancient Gazhar Bridge. Foreigners are rarely permitted to travel any closer to the city of Azadmere than Habe.

HISTORY

Around 1168 BT, the Khuzdul of Azadmere permitted a few hundred Jarin to settle on the south bank of Idain River. The humans named their small community Habe after the man who "had led them across the bright water" from Lythia. The remains of this early settlement is the hill fort now called Ancestor Hill. The Jarin tradition of fishing and farming (trades distasteful to dwarves) resulted in a mutually beneficial relationship between the two peoples, and the humans exchanged the products of their skills for land and security.

During the Atani Wars Kanahul IV allowed other Jarin refugees to settle throughout the dwarven kingdom. These tended to look to the longer established Jarin of Habe for guidance and by 300 BT leadership of the Jarin of Azadmere had been assumed by clan Kophar. The Kophars were initially styled the Bailiffs of Habe, and represented human interests to the Khuzan king.

The first serious threat to Habe began in the second century TR when Gargun began to raid outlying Jarin settlements. As one of several measures to counter this threat King Tarthin granted the Kophars a charter to build a keep at Habe in 142 TR. The barony of Habe was created by King Hazmadul II in 270 TR to reward the loyalty and service of clan Kophar.

GOVERNMENT

The current Baron of Habe is Gyndael Kophar, aged thirty-nine. His barony is divided into thirty smaller fiefs (excluding Habe) held by Jarin knights or bailiffs. It is essentially a feudal structure, but long years of relative peace, and the domain's function as a granary to Azadmere, have resulted in the baron's vassal service being paid in kind rather than military service. The baron provides one company of mounted scouts for Zerhun and one company of light infantry for Azadmere on a seasonal basis, but satisfies most of his feudal service to the king with payments of grain for the royal household. The king interferes very little in human affairs and the baron rules what amounts to an independent "kingdom", administering a legal system that is a blend of feudal and vendetta law.

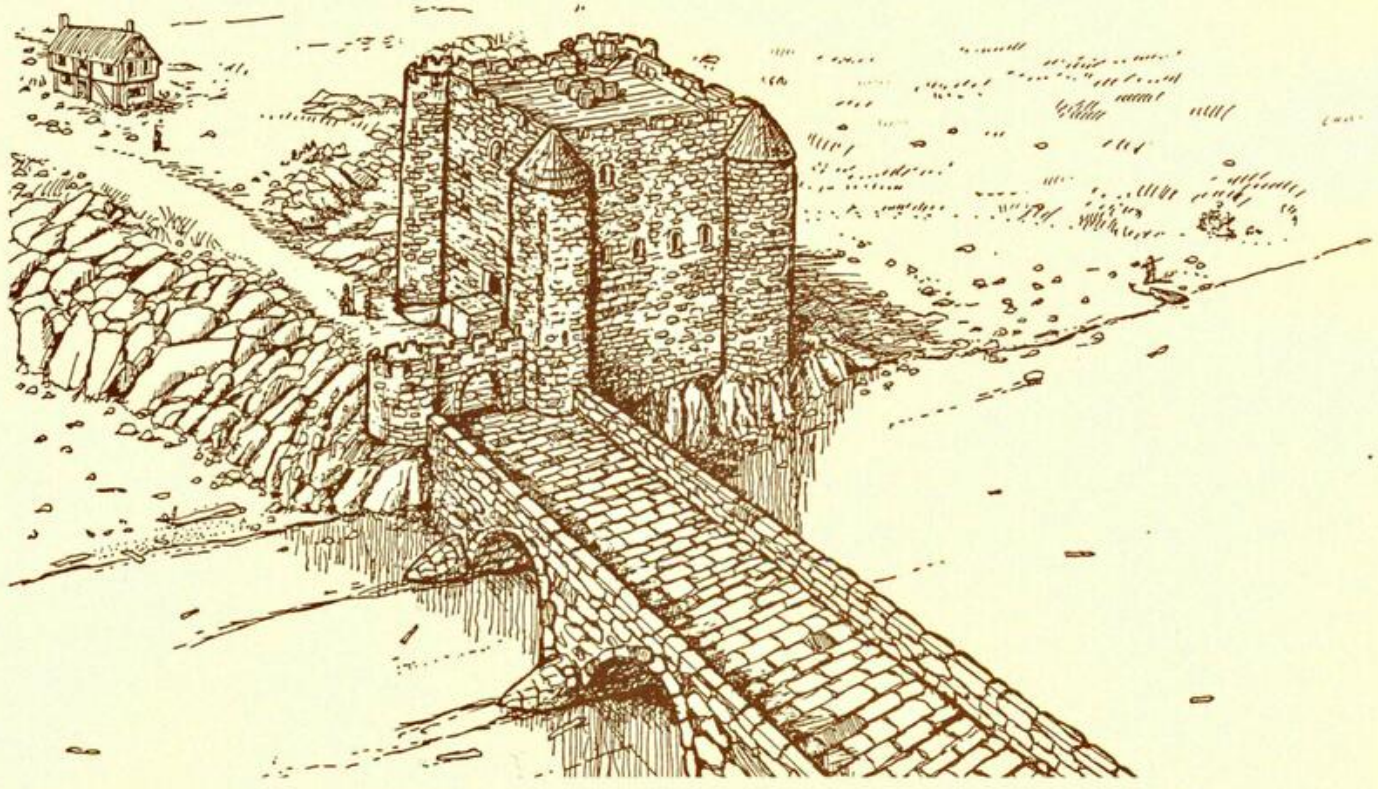
ECONOMICS

The Barony of Habe is the main source of food in the kingdom. The land is not very fertile, but sufficent to feed the Jarin population and provide a surplus which is sold in the city of Azadmere. Fish is another major source of food. There is no formal guild structure operating at Habe and most commercial occupations are the preserve of a single Jarin clan.

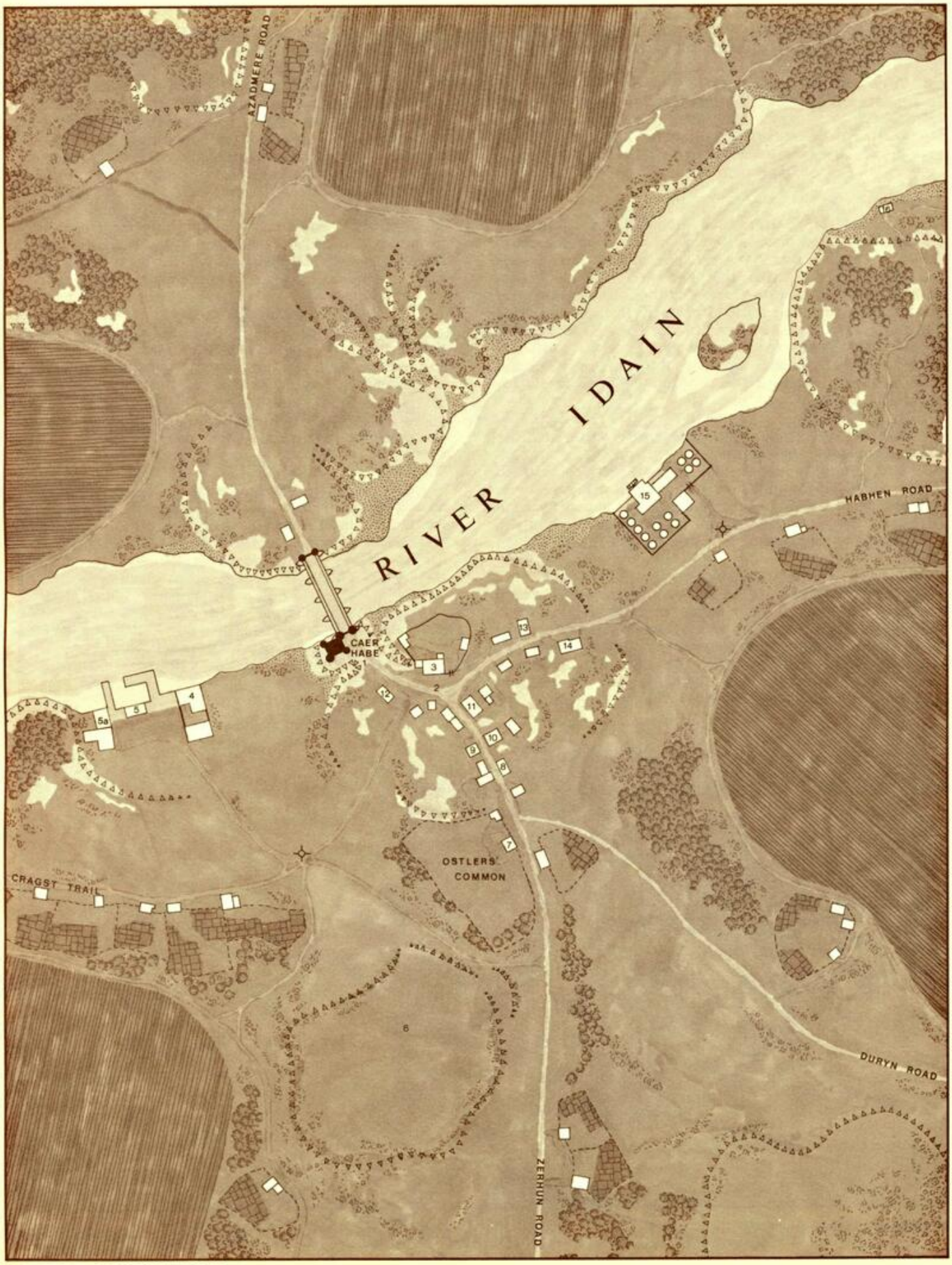
TAXES

All property and buildings in the settlement are owned by the baron, leased for periods of seven years for fixed annual rents. Businesses are also licensed for annual fees and all residents pay a head tax. There are no vessel registration fees levied; all vessels in the kingdom must be registered at Azadmere.

Head Tax:	6d per head/annum
Rents:	50d-100d/annum
Hawking:	10% of goods value
Bonding:	3% of goods value per month
Piloting:	Free
Wharfage:	1d/ft per day.



HABE
GM MAP



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1. CAER HABE
Built in 142 TR, Habe keep is one of the oldest human fortifications on Harn. Certainly the Kophars are among the eldest of human noble families. Although small, Habe Keep is a sturdy fortification with round towers, direct evidence of Khuzan aid in its construction. The stone bridge it guards, named after an early Khuzdul lord is more than three thousand years old. Plans of the keep appear on the following pages.

2. MARKET SQUARE
The right to display and sell wares in the Habe market costs 1d per day to unlicensed pedlars, payable to Clan Tynath [12]. The market is open daily from dawn to dusk.

3. ESIG'S HAMMER (Clan Tynnan)
Size: 6 Quality: **** Prices: high
Plans of this inn are on page six.

4. BONDING HOUSE
All goods imported into Habe must be stored here until the hawking tax (10%) is paid, or until the goods leave to another jurisdiction. Storage fees are 3% goods value per month (or part thereof).

5. JYNGARTH'S WHARF (Clan Jyngarth)
Size: 5 Quality: *** Prices: low
Clan Jyngarth have the exclusive right to operate the Habe wharf, charging for wharfage and longshoreman services. They formerly operated a shipwright's yard in the building (5a), but abandoned the effort in 705 due to lack of business. Building (5a) is now used for storage. Their license requires them to offer pilotage services and to keep the port in good repair.

6. ANCESTOR HILL
The site of the original Jarin settlement at Habe, built on a natural hill some sixty feet high. Sometime around 1100 BT the settlement was enclosed by a wooden palisade and surrounded by a dry ditch. This hill fort was abandoned in 304 TR, but remains as a grassy knoll that is sometimes used as a human burial site. It is also where the annual "Festival of the Fathers", a celebration of the founding of Habe, is held on the seventh day of Nolus.

7. TIMBERWRIGHT (Clan Foraen)
Size: 9 Quality: *** Prices: average
Clan Foraen is licensed by the baron as exclusive suppliers of timber to the settlement for an annual fee of 40d.

8. WEAPONCRAFTER (Clan Hormyth)
Size: 5 Quality: *** Prices: average
The only human weaponcrafting clan in the kingdom. The Hormyth's are very wealthy and lease two large clanhouses directly opposite. Compared to the Khuzdul, their weaponcrafting skills are poor. They supplement their income by selling slightly defective Khuzan weapons (of unknown source) at reasonable prices.

9. CHANDLER (Clan Yarwale)
Size: 4 Quality: **** Prices: high
A junior branch of Clan Yarwyn who hold Sork village a few miles north of Habe. The Yarwales operate a stall in Habe market where a variety of general wares can be purchased.

10. WOODCRAFTER (Clan Dargyn)
Size: 7 Quality: *** Prices: average

11. AVARYN HALL (Mercantylers' Hall)
The meeting place and social club for mercantylers. The Mangai, which normally operates Mercantyler Halls elsewhere on Harn, is not active in the Kingdom of Azadmere. This building and various other exclusive mercantile rights are leased to Clan Tynath [12] for an annual fee of 400d. Licensed mercantylers may use the facility and may exhibit their wares in the Habe market at no charge. A license can be obtained by almost anyone from Clan Tynath for a monthly fee of 12d.

12. MERCANTYLER/USERER (Clan Tynath)
Size: 15 Quality: *** Prices: average
The Tynaths are related to the Kophars by marriage. This wealthy and powerful clan operates a usury business at this location. They also manage the Mercantyler's Hall [11] and Habe market [2].

13. POTTER (Clan Stangath)
Size: 7 Quality: *** Prices: average
The Stangath's pottery is not of the highest quality since local clays are inferior but their glazing and decorative art is very good.

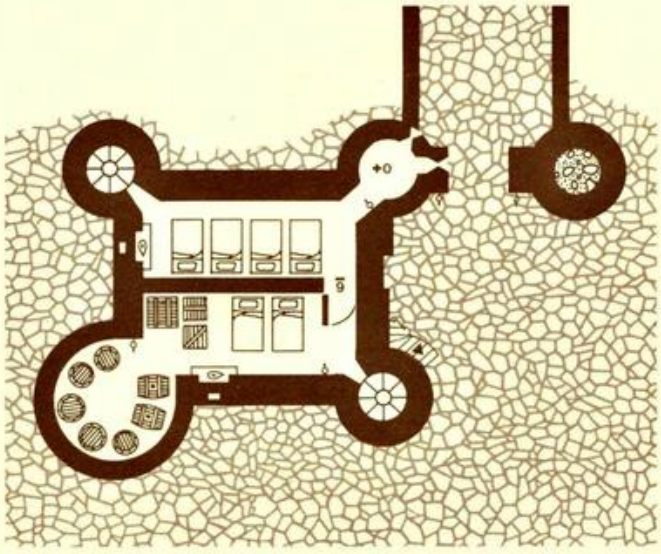
14. CLOTHIER (Clan Marath)
Size: 8 Quality: **** Prices: high
Most patrons of the Maraths are gentlefolk. Finely embroidered tunics and surcoats made of imported linen are a specialty and are eagerly sought after by wealthy residents of the city of Azadmere.

15. MILLER (Clan Burwyn)
Size: 13 Quality: *** Prices: average
The Habe granary and mill. The Burwyn's have operated this facility for several generations. They lease the property and hold exclusive milling rights in return for grinding and storing the lord's grain, maintenance of the mill, and an annual rent of 100d.

16. JYNDAR'S BEND
The hovel of Jyndar the hermit. His origin and clan are unknown and the superstitious Jarin credit him with mystical powers. Habeans generally claim that Jyndar has lived here for generations and is at least 130 years old. This is highly unlikely, but his appearance is that of a very elderly man. He has a shuffling gait and a flowing white beard of impressive length. Habean mothers often restrict the wanderings of their younger children with nonsense tales of Jyndar's fondness for "head soup", "jellied eyes", and similar delicacies.

HABE 4

Caer Habe



Ground Floor

The base level for all spot heights. The site was levelled by Khuzan masons. There is no external access to this floor; entry is by two stairways in the northwest and southeast towers, from the first floor. This level contains water storage in the southwest tower, general storage, and sleeping quarters for the garrison. There are two arrow slits in the northeast tower. The southwest tower, larger than the others, was built in 714.

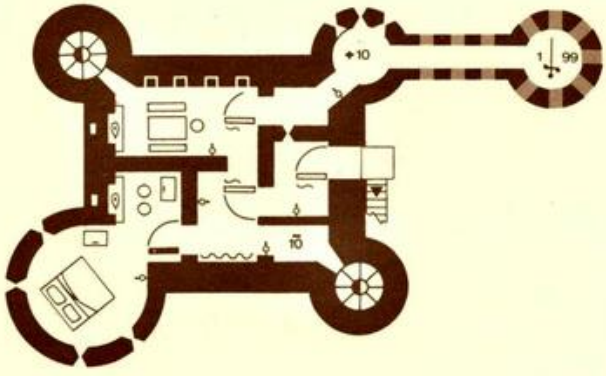
This level also shows the gatehouse and gate tower guarding the Gazhar bridge. Note the rubble fill in the tower.

All surfaces stone unless otherwise indicated.

INTERIOR SCALE

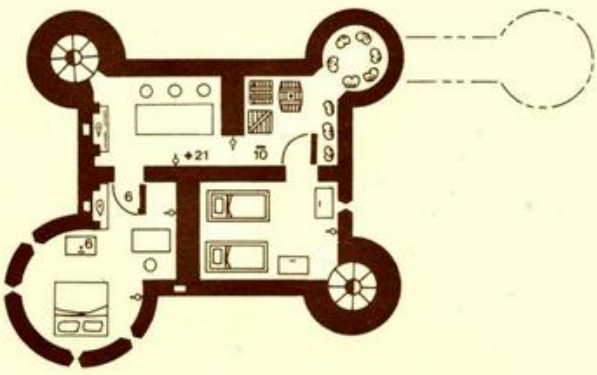
FEET (1 mm = 1 Foot)

0 10 20 30 40 50



First Floor

The only entry to the keep is via the stairway along the east wall which enters into a small foyer. The stairway is new; formerly, access was via a removable wooden ladder but the baron's new wife insisted that a more suitable stairway be built. Hostile intruders who manage to gain access to the foyer must cope with missile fire through the arrow slit in the north wall. The first floor contains an armoury and messroom, plus accommodation for the knight commander of the garrison. Spiral staircases in the northwest and southeast towers provide access up to the second floor and down to the ground floor. The gatehouse rampart and tower are accessed from this level.



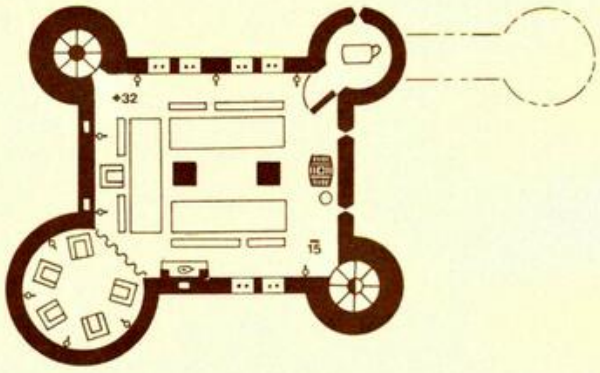
Second Floor

This level contains the kitchen, pantry, and accommodations for the cook (southwest tower) and domestic servants. The very generous cook's quarters were once an apartment for the baron's mistress (now his second wife) Mythiel of Sorsyn; his first wife died in 712 during the birth of his youngest son. The southwest tower was built mainly to provide accommodation for Mythiel.

Caer Habe

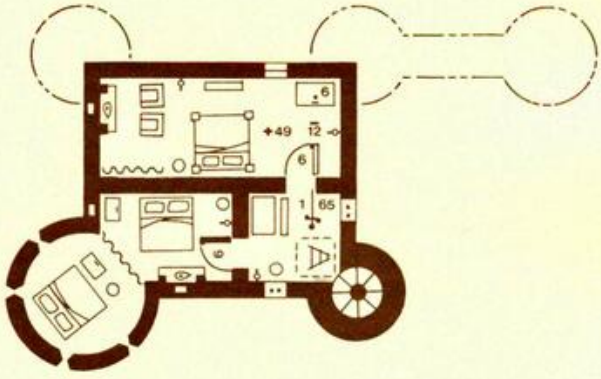
Third Floor

The great hall occupies most of this floor. The ceiling is fifteen feet high on this level and the hall is illuminated by windows in the north and south. There is a council room in the southwest tower, and the keep's only lavatory in the northeast. The council room has mounted game heads on the wall, one of which has an amusing history. When the new southwest tower was built, the baron charged his eldest son to fetch a trophy for display. The "prize catch" was the head of a bull from the fief of clan Jurit at Llan. Deciding that a complaint to the baron, who was very fond of his son, was not politic, the vassal knight petitioned the Crown Prince at Zerhun for relief. The Khuzan prince responded by offering the offended knight a valuable Khuzan gold ring as compensation, which was eagerly accepted. The baron soon learned of his son's deed and its resolution. Angered and shamed by the fact the Crown Prince had been asked to make amends on his behalf, the Baron insisted the bull's head be hung in the council room as a reminder to all of the misdeed.



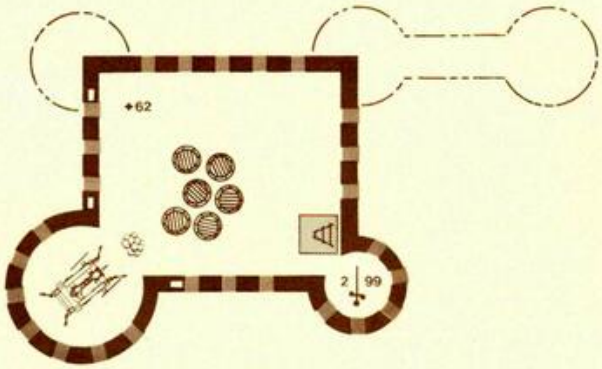
Fourth Floor

This floor is devoted entirely to private suites for the baron and his family, the only access being via the spiral stair in the southeast tower. The baron and his spouse occupy the large north room; his three sons occupy the other suites, the eldest son having the suite in the southwest tower. Access to the roof is via the ladder in the southeast room.



Roof

A typical battlemented flat roof, with a timbered floor covered with flagstones (to resist fire) and well sealed against the weather. Snow removal is a tedious job in winter. Note the barrels to collect rainwater; there is no interior well in Habe Keep. There is usually at least one guard stationed on the roof. The catapult, something of a "toy" for the baron's amusement, was assembled on the roof.



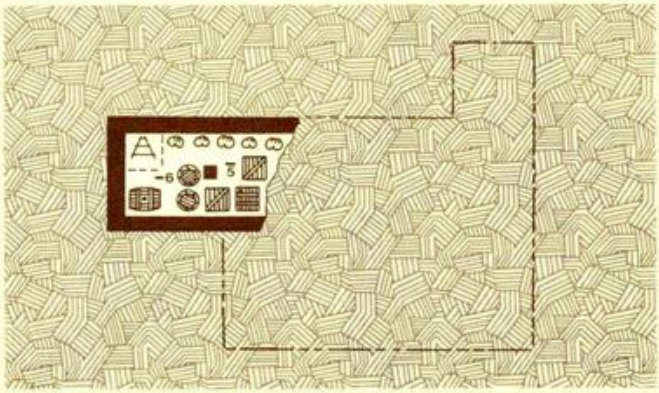
HABE 6

Esig's Hammer

INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50

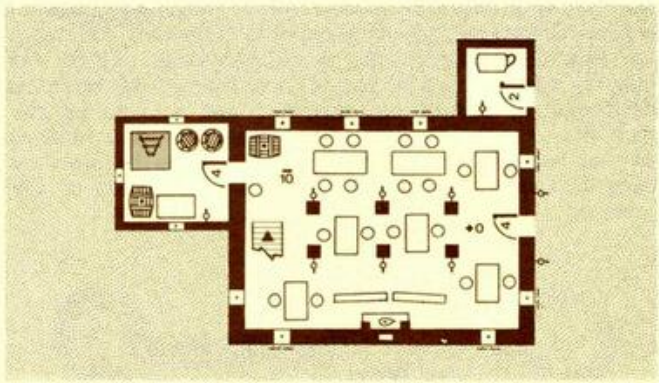
ESIG'S HAMMER (Inn)

The only tavern in Habe, rented by the baron to Clan Tynnan for 240d annually. The Tynnan's are a junior branch of the powerful Clan Tynath [12]. The inn is named after Mount Esig, a majestic snowy peak visible to the east of Habe, rumoured to be the abode of a bearded Khuzan ghost. Giagan Tynnan is the clanhead. He is tall and stout, aged forty-three, and well able to handle rowdy patrons. Giagan has three sons, two of whom operate the ostler's yard, and two daughters who assist in serving customers. His third son runs the brewery and also supplements the family's income by fishing. Giagan's wife died in 718.



Cellar

The cellar is dug below ground to provide cool storage for meat and other provisions. The east wall is rammed earth.



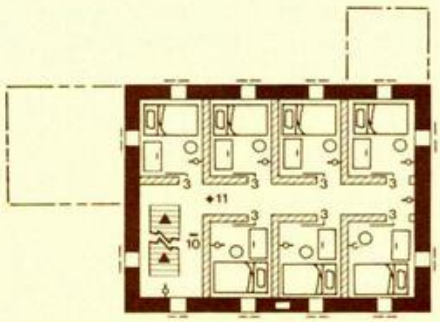
Ground Floor

Entrance to the inn is through a door off the ostler's yard. To the rear of the room is a stairway leading up to private rooms. On the wall behind the barrel are hung the tankards for Giagan's customers. The small room behind the barrel is used as a brewery and contains a ladder to the cellar.

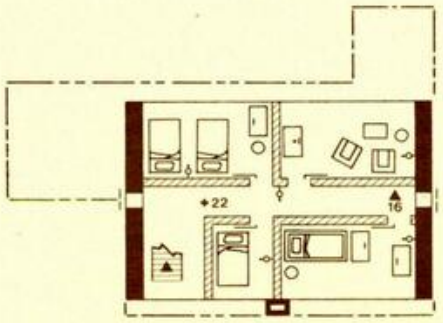
All surfaces wood unless otherwise indicated.

First Floor

Devoted entirely to private rooms. The price of accomodations is negotiable between 2d-4d per day, depending on how busy the inn is, and on Giagan's assessment of a patron's ability to pay. The rooms are comfortable, each having a good bed and wardrobe chest. They are also airy and well-lit, with a view of the river or the market crossroads. Cheaper accomodations (1d per day) are available in a stable on the east wall of the ostler's yard.



Giagan Tynnan, like most Jarin, is very superstitious. Well aware of the legend of the bearded ghost of Mount Esig, he claims that the northeastern room is occupied by this spectre when it "visits" his establishment. He claims the bed has been slept in on several occasions, and various patrons have reported inexplicable noises. The gesture of reserving a room for the ghost is popular with Habeans and good for business. Giagan will rent the room to travellers when the inn is full, usually for a lower than normal rate. He has, however, been known to charge exhorbitant rates to sleep there, the extra amount being required to "appease the spirit". Unsurprisingly, many cynics claim the room is simply a ruse to attract custom.



Second Floor

This floor serves as the Tynnan clanhouse, with accommodation for Giagan and his five offspring.

LOCATION	Kingdom of Azadmere
STATUS	Royal Stronghold
GOVERNMENT	Crown Prince of Azadmere
POPULATION	Zerhun 130 - Pedwar 65
GARRISON	Four Companies (80)

A stronghold of the dwarven Kingdom of Azadmere and the seat of the Khuzan crown prince, Khazar Tarazakh. Zerhun is strategically placed to guard the southern approaches to the kingdom and is one of Harn's most impressive engineering achievements. The human Jarin village of Pedwar lies just north of the fortress.

HISTORY

Zerhun was founded in 2510 BT as an outpost of Azadmere on the present site of Adhal Tower. From this humble beginning, a small network of underground passages was gradually developed. During the Atani Wars (900-683 BT) the complex was rapidly expanded, particularly its defensive works. The impressive Zerhun Barbican (gatehouse) dates from 690 BT. Some say the dwarves built it in expectation of the Sindarin abdication of kingship after the Battle of Sorrows. This is barely credible, but construction of the barbican was certainly timely. The crown prince of Azadmere adopted Zerhun as his seat in 380 BT, a tradition now eleven hundred years old. Other than Adhal Tower, built between 436-439 TR, little has changed at Zerhun for the past thousand years, although the defences have been continually refined and improved to counter the Gargun threat.

FANA

Fana is a cave complex eight leagues south of Zerhun. Now held by the Gargu-viasal, it was originally a Khuzan settlement founded in 108 BT by clan Dyrak (weaponcrafters) of Zerhun. Fana contained sizable deposits of high grade iron ore, and there may have been precious stones in its deeper reaches, since the Dyraks incorporated various gemstones into most of their work during this period.

The Gargun made several unsuccessful raids on Fana in the decade following the Carnage of Kiraz in 120. In the winter of 135, after a six year respite from raiding, a massive swarm by Gargu-viasal surprised the defenders. Fana was quickly taken and most of its small garrison murdered. Several attempts to retake Fana have failed (the Khuzdul claim the Gargun have supernatural aid) but clan Dyrak has not forgotten the "Fana Massacre" (or the Fana mines).

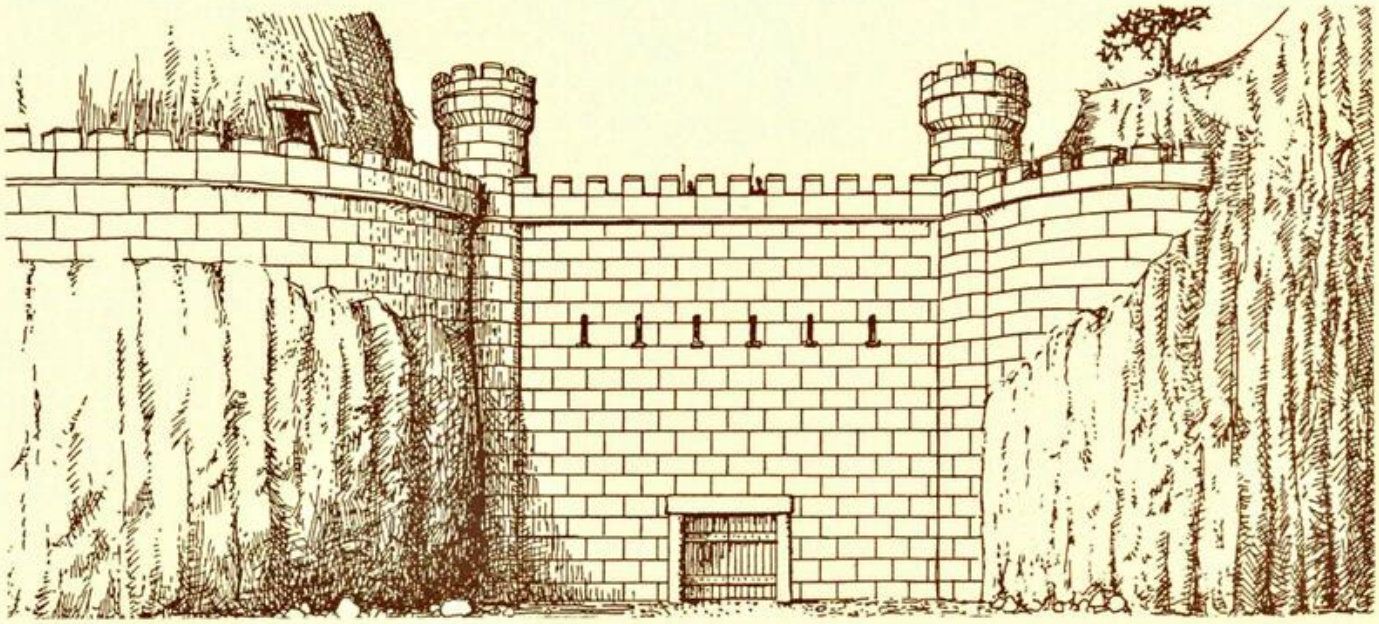
CHRONOLOGY

6894 BT: Azadmere founded.
2510 BT: Zerhun founded.
900 BT: Atani Wars begin.
690 BT: Zerhun Barbican constructed.
683 BT: Battle of Sorrows.
108 BT: Foundation of Fana.
135 TR: Fall of Fana to the Gargu-viasal.
439 TR: Adhal Tower built.

MILITARY GARRISON

Four dwarven companies are stationed at Zerhun; one company of High Guard and three companies of Low Guard. Each company (called Hurdaka in the Khuzan tongue) contains sixteen Juka, four Jukin (sergeants), and one Jukhar (commanding officer). The High Guard are members of the military clan Hurenfal; most are of noble blood. They are elite superheavy foot, bearing both heavy armour and weapons, and are probably the best infantry on Harn. The three Low Guard companies are members of the military clan Kuhrdin. They are heavy foot, bearing lighter armour, but all are skilled in the use of javelins and composite bows. Garrison duty rotates among these three companies, one watch (four hours) on, two watches off. Thus at any time, one company of Low Guard will be on duty, with two companies in reserve. The High Guard serves mainly as a royal guard/reserve; they consider the use of missile weapons beneath them.

Continued on page 10.



ZERHUN
GM MAP

RON GIBSON
©COLUMBIA GAMES INC., 1985

1. KHIR ZERHUN
The Khuzan spelling of Caer is Khir. Most of the stronghold is hidden inside the rugged cliffs above Judral's Cut, as the narrow pass below is called. Only the impressive barbican (gatehouse) and Adhal Tower of the upper works can be seen from below. Plans of the barbican, interior, and tunnel complexes are shown on the following pages.

2. ADHAL TOWER
The original site of the Khuzan outpost from which the Zerhun fortress complex was developed. The present tower was built between 436-39 TR. Additional information and plans of the tower will be found on the next page.

3. THE LOCK AND LANTERN (Clan Pythaen)
Size: 10 Quality: **** Prices: high
The clanhouse and establishment of Arthelar Pythaen. A three story structure (clanhouse on top floor, guest rooms on second floor, and tavern on the ground floor) the inn is well patronized by locals and visitors. Accommodations are expensive (4-8d per day) as are ostler services. Caravans are permitted to layover in the Pedwar Common (adjacent to the inn) for fees of 1d per pack animal and 2d per tent daily. Arthelar is responsible for collecting this revenue on behalf of the clan.

4. THE SCOUTS
Formerly a hostel for boatmen and fishermen, this building is now the seasonal headquarters for the Jarin company of mounted scouts provided by the Baron of Habe for service at Zerhun. The men sleep at this location, but the knight commander has a room in the Lock and Lantern. The company's horses are kept in the western enclosure (4a) of the ostler's common of this inn. Anxious not to give the Baron cause for offence (he resents the status of the village) these services are provided at minimal cost by Pedwar's clanhead. Relations between the troops and Pedwar's residents are usually cordial. Some scouts have taken daughters of clan Pythaen as wives; a few have been adopted into this wealthy clan.

5. METALSMITH/CHANDLER (Clan Pythaen)
Size: 5 Quality: *** Prices: high
The clanhouse and establishment of Mykael Pythaen. He supplements a traditional metalsmith's business by selling a variety of general goods at exhorbitant prices.

6. SALTER (Clan Pythaen)
Size: 4 Quality: *** Prices: high
The clanhouse and establishment or Turwan Pythaen. He imports salt from Kaldor and operates what amounts to a fishmarket. Fresh, smoked, salted, and dried Aram trout and pike (among other species) can be purchased.

7. WOODCRAFTER (Clan Pythaen)
Size: 8 Quality: *** Prices: high
The clanhouse and establishment of Horda Pythaen. Horda can provide emergency repairs to boats if needed.

Horda's son, Athaed, who recently returned to Pedwar after an absence of four years, is the subject of considerable speculation among the residents of the village. Local gossip has it that Athaed, who was never on good terms with his father, left home to travel, eventually finding himself among low companions in western Harn. There, it is said, he was enslaved for a time, as a combatant in the Shiran Pamesani Games. Others suggest that he was employed, or enslaved, by the church of Halea. Supporters of the latter story usually point to the Athaed's handsomeness, as well as the fact that he seems to be suffering from wasting disease, which unkind tongues suggest has a sexual origin. The fact that Athaed's sarcastic wit has made him unpopular with most clansmen since his early adolescence has sharpened the tongues of local gossips.

8. WAREHOUSE (Clan Pythaen)
Covered storage for goods awaiting transhipment or sale. The warehouse is operated by Darmyn Pythaen [9]. Storage fees are one percent of goods value per month (or part thereof). Many mercantylers have complained that this is tantamount to a bonding tax (technically illegal) but such are ignored. Darmyn also operates the Pedwar wharf charging wharfage at 1d per foot per day and longshoreman services as necessary. Plans of the warehouse are on page nine.

9. THANID HALL (Clan Pythaen)
Size 12 Quality *** Prices: high
The Pedwar Mercantylers' Hall operated by Darmyn Pythaen, the head of clan Pythaen. Mercantylers wishing to conduct business in the hall must purchase a permit from Darmyn for an annual fee of 30d. Spacious private accomodations are also available within the hall for 3d-6d per day. Plans of Thanid Hall are on page nine.

10 THE AZADMERE ROAD
The paved road leading north to Habe and Azadmere. Croplands held and worked by clan Pythaen in common, lie along the road, off map to the east.

ZERHUN 4

INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

Adhal tower

ADHAL TOWER

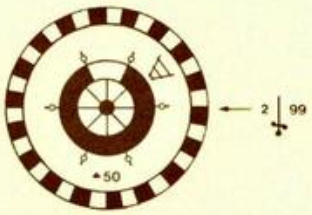
A watchtower with a commanding view of the road approaching Zerhun, the Nephen River, and Judral's Cut. This was the original site of Zerhun. A stone fort was built here in 2510 BT, more than three thousand years ago. From this humble beginning, the Zerhun complex was gradually excavated, beginning with the tunnel that is now the only access to the tower. The original fort was demolished and replaced with the present tower between 436-439 TR.

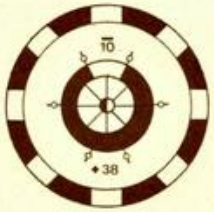
The base of the tower is 140 feet above the Nephen River. The tower is over fifty feet high and twenty-five feet in diameter and is constructed from double-tongue granite blocks. There is a spiral stairway in the center of the tower providing access to all tower levels.

The subterranean room, called the Dakan, serves as a foundation for the tower and quarters for the garrison. The tower is staffed day and night by one Daka (four Juka and one Jukin) of whichever company of Low Guard is on duty. Normally there are two Juka on watch on the tower rampart, and two below in the Dakan, alternating positions every hour. Duty at the Adhal Tower is considered a "plum", granted on the basis of merit by the Jukhar.

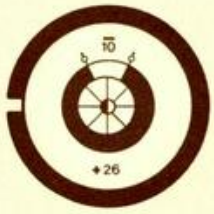
Facilities in the Dakan include a small kitchen, lounge, Jukin office, and lavatory. There are no beds; any guard caught sleeping here (or anywhere else while on duty) is subject to a severe public flogging and his Jukin will probably be demoted. The entrance to the tunnel which connects Adhal Tower to the rest of the Zerhun is on the north wall of this room.

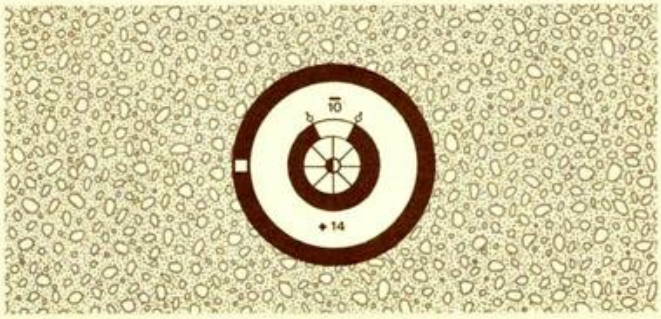
The first and second floors of the tower are used for weapons storage. There are racks mounted around the interior walls holding javelins, bows, arrows, and other projectiles. The third floor is essentially a covered rampart, patrolled by guards when the weather is too foul. The top level is an open rampart except for a six foot high stone housing which covers the stairway. On top of this housing is a beacon, lit from dusk to dawn, and protected from the weather. This landmark is visible for more than twenty miles on a clear night. It has also become something of a symbol for the Zerhun garrison; woe betide the Daka who neglect it.



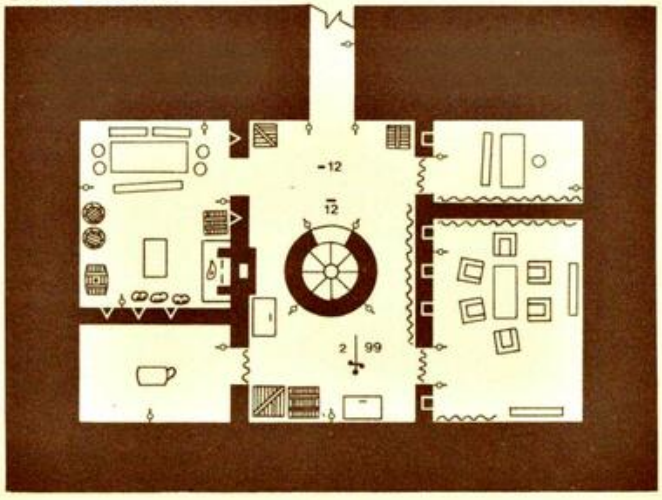


All surfaces stone unless otherwise indicated.





Sub Level

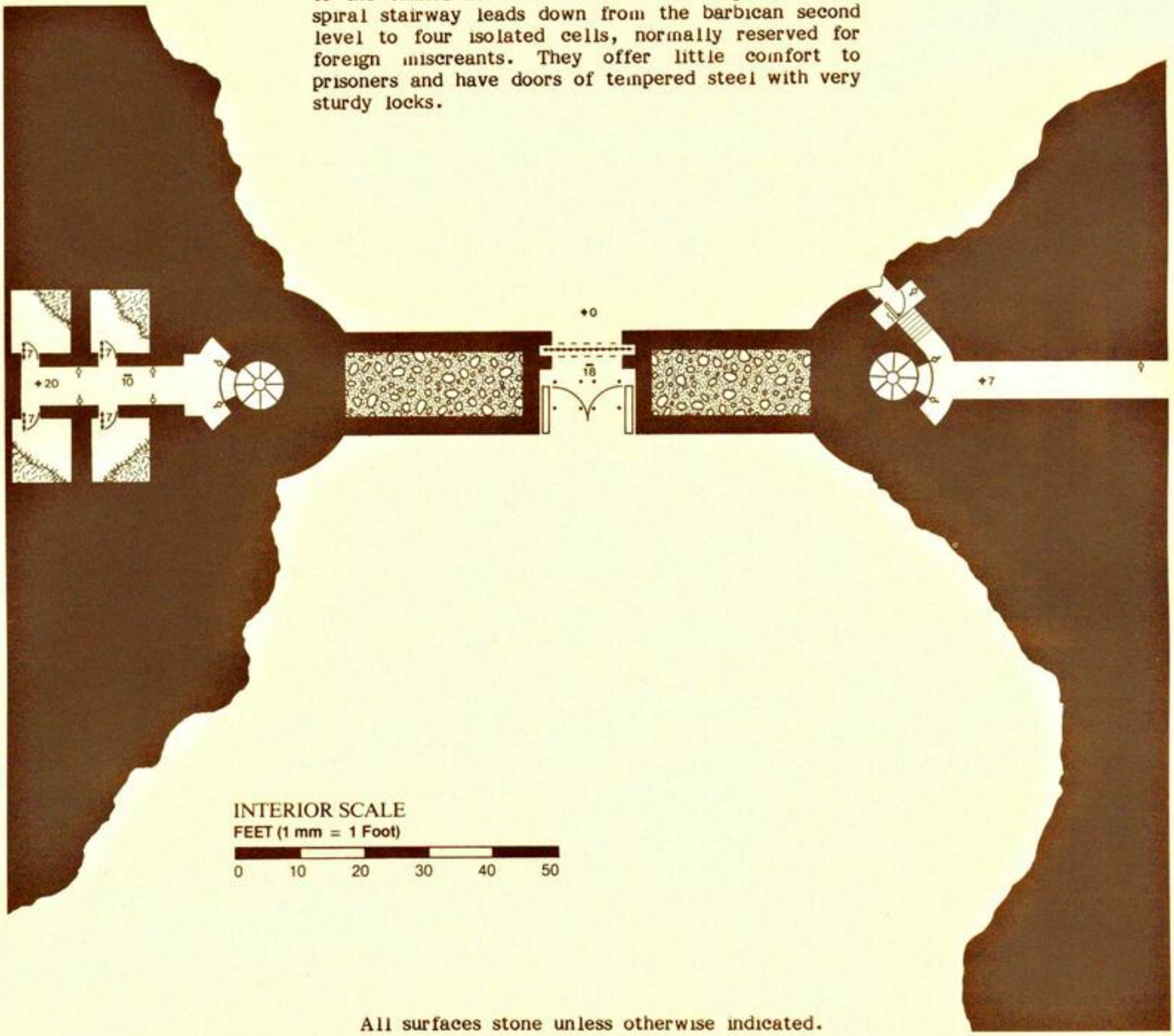


Khir Zerhun 1st level

FIRST LEVEL

This is the base level for all spot heights. The barbican wall, constructed of interlocking stone (double tongue) with a wood and rubble core, is seventy feet high and twenty-one feet thick. The gate, some fourteen feet high, has twelve inch thick beams of iron bound oak, weighs more than a ton, but has marvellous balance and can be opened by a single guard. The gate is secured by three horizontal steel crossbars. Behind the gate is an equally sturdy portcullis of tempered steel. Any intruders who manage to breach the gate (none actually have) must cope with missile fire through trapdoors from above as they seek to penetrate the portcullis.

The only access to the upper wall (and interior of Zerhun) from ground level is the door and passage leading to the east spiral stairway which also connects to the tunnel network shown on GM map. The west spiral stairway leads down from the barbican second level to four isolated cells, normally reserved for foreign miscreants. They offer little comfort to prisoners and have doors of tempered steel with very sturdy locks.



All surfaces stone unless otherwise indicated.

Khir Zerhun 2nd level fortress

There are two primary levels inside Zerhun. A small upper level which houses the crown prince, his royal household, and the High Guard; and an extensive lower level housing the three hurdaka of Low Guard, the two commercial clans, and a few other residents. Approximately one third of the lower level is shown above. The upper level is shown on the GM map.

[1] Gallery

An open marshalling chamber. The hall is the scene of a formal "changing of the guard" ceremony every four hours. The Prince of Zerhun also inspects his garrison here most days, usually one hour before noon. At other times the gallery serves as an exercise, training, and punishment area. The two cells on the north of the chamber are used to house Khuzan prisoners; public floggings and executions take place in the gallery. Both events are rare.

[2] Clan Dyrak

Most of the workshop and clanhouse of the Dyraks (weaponcrafters) is shown. The center of the clanhouse is a common room for eating and leisure. To the right is sleeping accommodation, extending south off the illustration. To the left is the clan workshop containing a double forge, dip tank (for tempering steel) and appropriate work benches. The forges are ventilated via a chimney which exits high above the barbican ramparts. Weapons are stored in the small room north of the workshop.

Note: Zerhun chimneys and vents are no more than one foot in diameter at their exits, although they are often wider lower down. All vents are sealed by sturdy steel grates imbedded in the rock.

[3] Kitchen

A common kitchen and pantry for this level. Three cooks, employed by the prince, prepare all food; each company/clan provides a messboy to deliver food to the appropriate common rooms.

[4] Low Guard

The facilities for one company of low guard are shown; similar chambers for the two other companies lie off map to the west. The tradition at Zerhun is

Continued bottom of page seven

Khir Zerhun 2nd level

SECOND LEVEL

This covered level houses the winch for the portcullis. Note the portcullis guideway, the arrow slots for defence and illumination, and the trapdoors to defend the portcullis. The derrick and cargo winch are used for bringing goods into the fortress which are too large or heavy to use the ground level entrance. This level provides direct access to the interior of Zerhun, shown on the opposite page, and is patrolled by at least two guards day and night.

INTERIOR SCALE
FEET (1 mm = 1 Foot)

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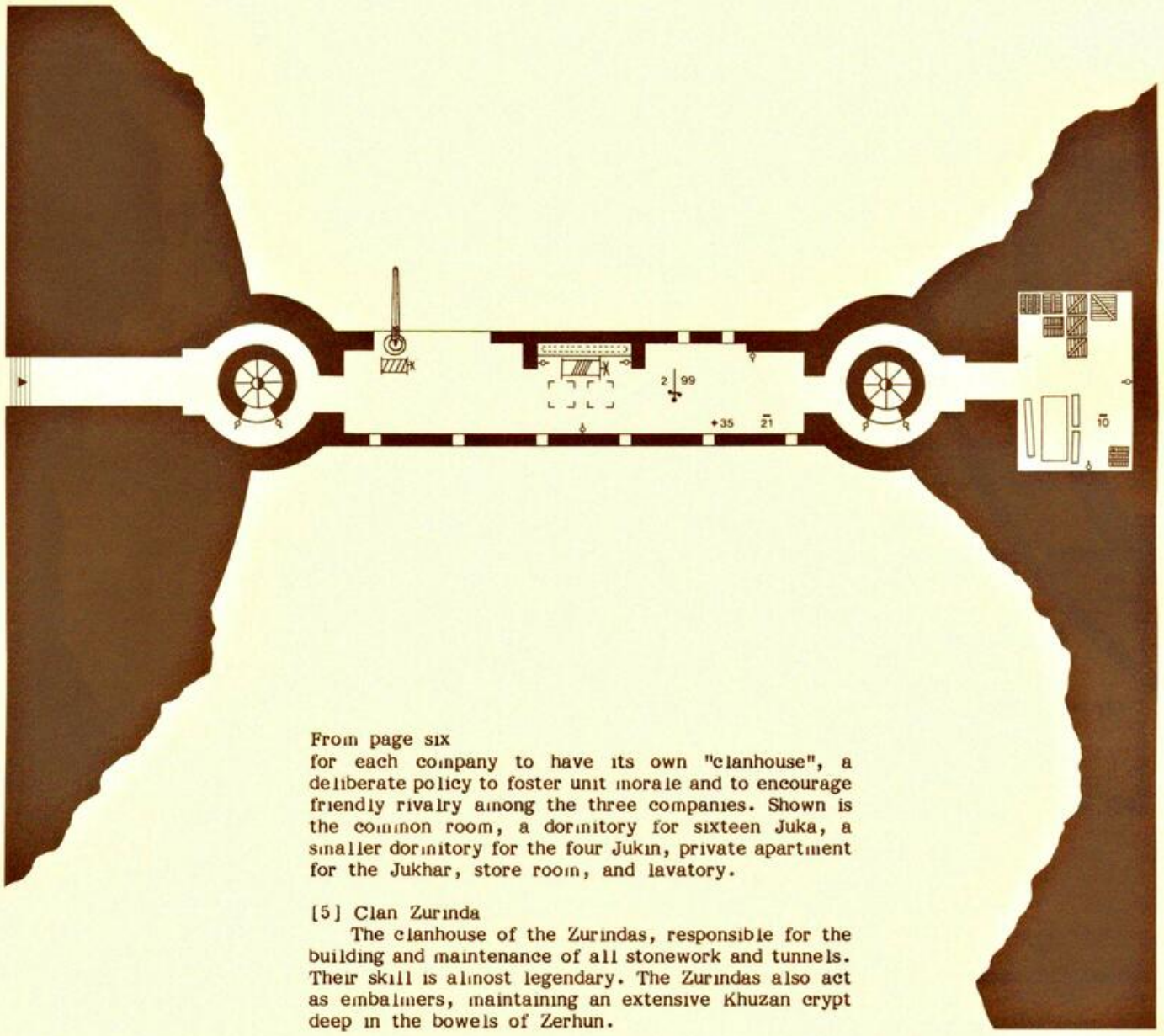


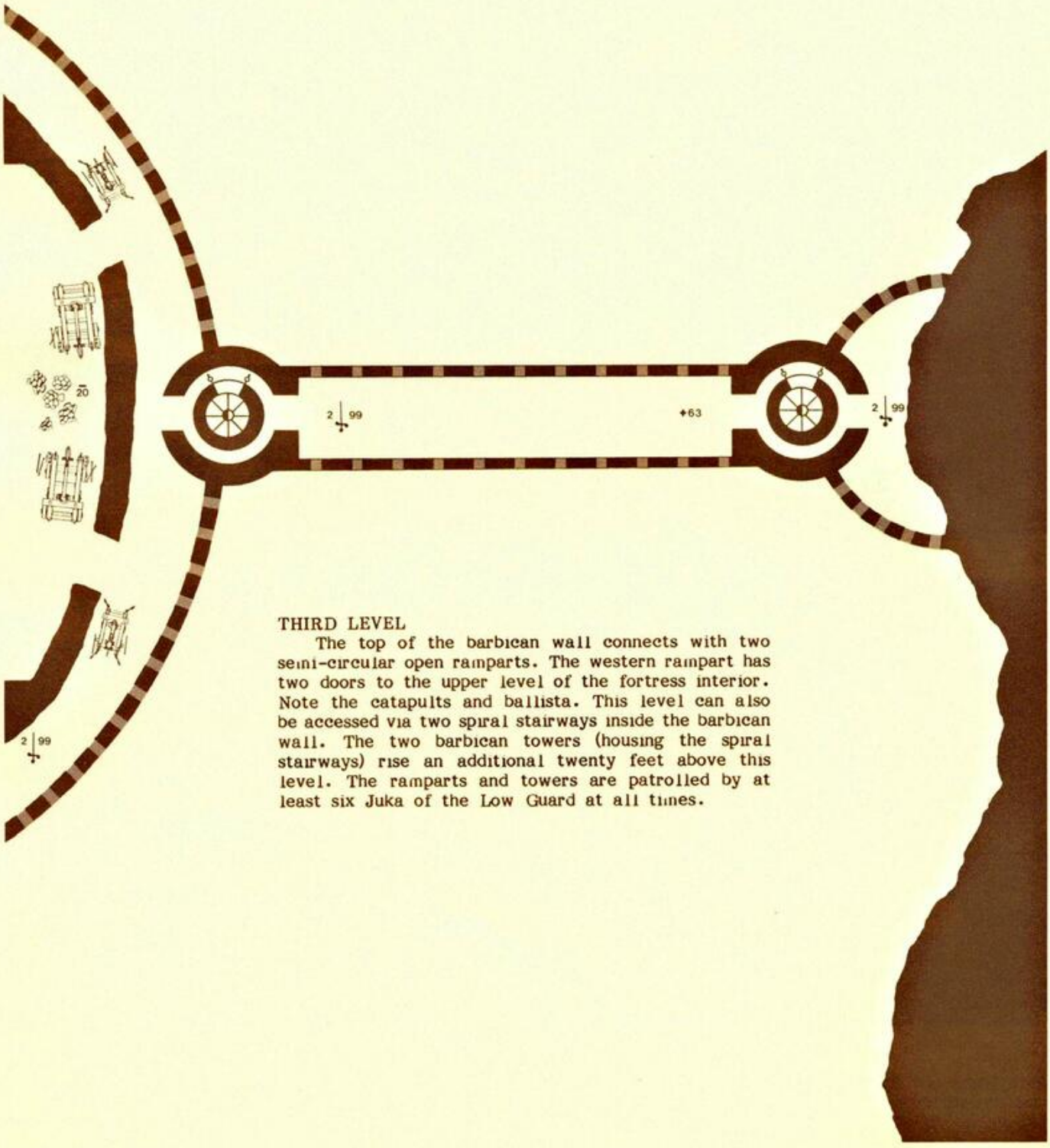
From page six

for each company to have its own "clanhouse", a deliberate policy to foster unit morale and to encourage friendly rivalry among the three companies. Shown is the common room, a dormitory for sixteen Juka, a smaller dormitory for the four Jukin, private apartment for the Jukhar, store room, and lavatory.

[5] Clan Zurinda

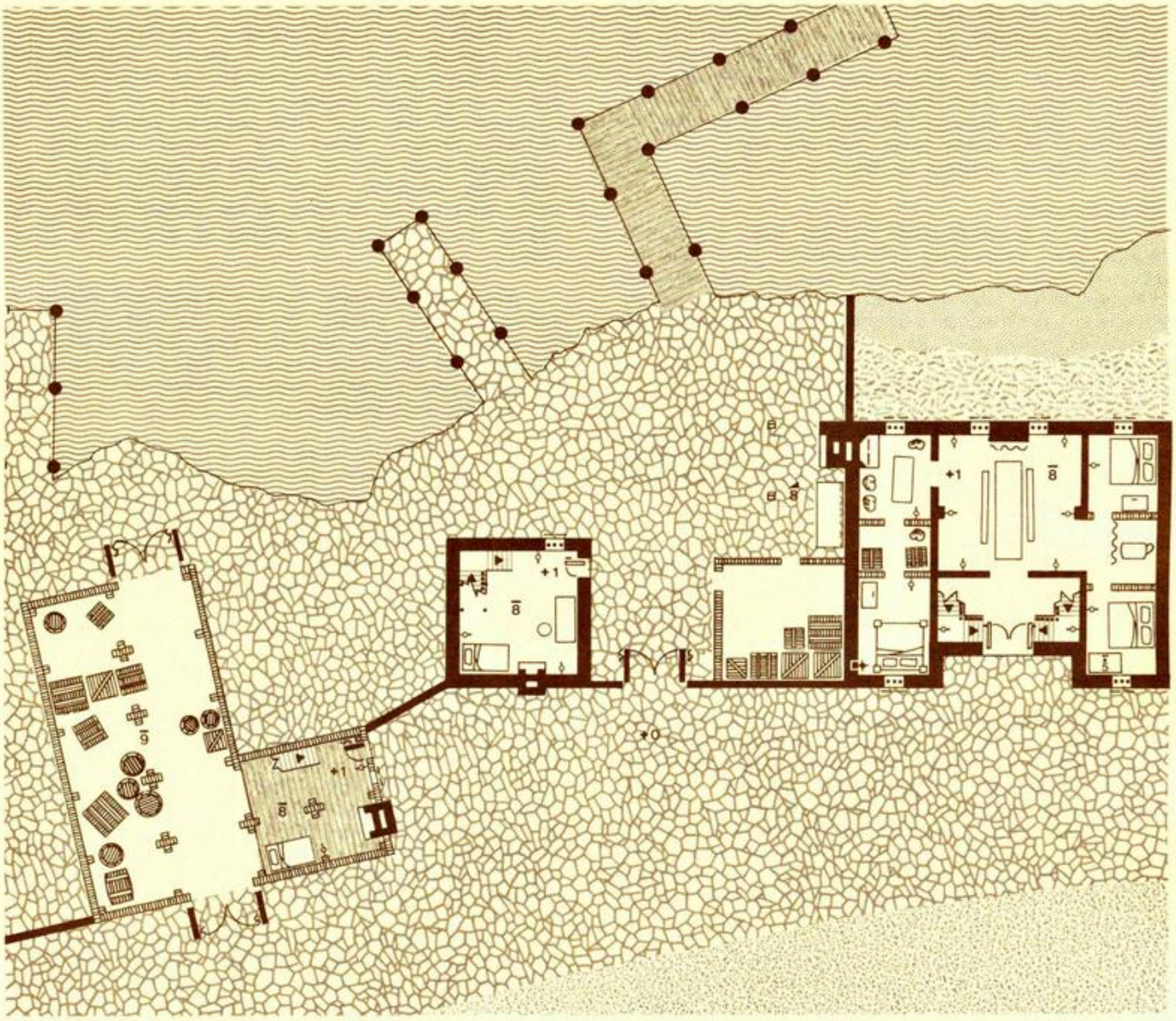
The clanhouse of the Zurindas, responsible for the building and maintenance of all stonework and tunnels. Their skill is almost legendary. The Zurindas also act as embalmers, maintaining an extensive Khuzan crypt deep in the bowels of Zerhun.

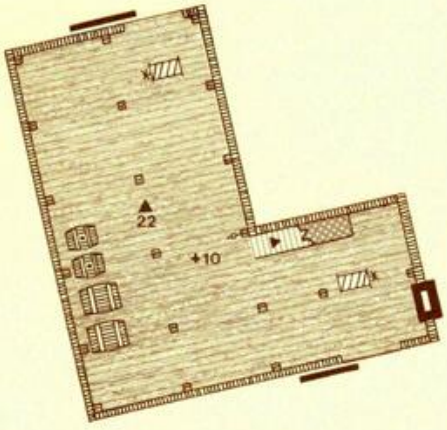
Khir Zerhun 3rd level

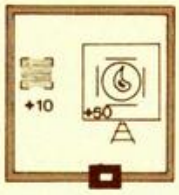


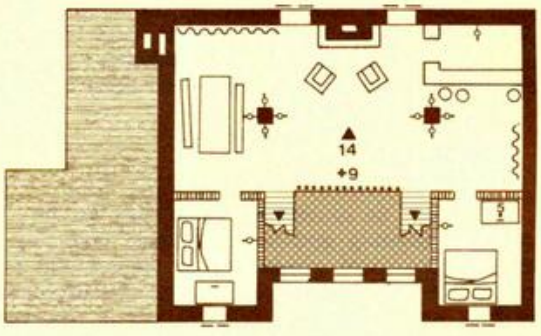
THIRD LEVEL

The top of the barbican wall connects with two semi-circular open ramparts. The western rampart has two doors to the upper level of the fortress interior. Note the catapults and ballista. This level can also be accessed via two spiral stairways inside the barbican wall. The two barbican towers (housing the spiral stairways) rise an additional twenty feet above this level. The ramparts and towers are patrolled by at least six Juka of the Low Guard at all times.









Port of Pedwar

INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

All surfaces stone unless otherwise indicated.

As part of his feudal levy, the Baron of Habe provides a company of mounted scouts quartered at Pedwar, and commanded by a Jarin knight. They are lightly armed with shortswords and round shields, although bows or short lances are not uncommon. The Jarin are mainly employed to patrol the Silver Way as far south as the Guthe River ford and are a welcome sight to caravan masters on the road to Zerhun.

GOVERNMENT

Zerhun is governed under military law. Traditional dwarven law, essentially clan vendetta law, does not apply at Zerhun. The crown prince is the supreme authority in all matters, but he usually permits his officers and the clanheads of the two commercial clans to handle discipline for minor offences. Serious offenders and all foreigners who violate the law at Zerhun are brought before the prince.

The Jarin village of Pedwar is governed by a Jarin bailiff, appointed by the crown prince. The heads of Clan Pythaen (the only clan in the village) have held the office for centuries.

ECONOMICS

Except for the collection of tolls (below) economic activity at Zerhun is minimal. There are only two commercial clans: Zurinda (stonemasons) and Dyrak (weaponcrafters); both are exclusively employed by internal activities. Other goods are imported as necessary.

Clan Pythaen of Pedwar is required to help support the garrison at Zerhun, providing sufficient food for most needs. In return they have been granted a monopoly on all commercial activity (except mercantyling) at Pedwar, a lucrative activity that is the envy of many, including the Baron of Habe. His petitions to the king to bring Pedwar under his own authority have always been opposed by the crown prince (claiming military necessity) and politely rejected.

TAXES

The only tax at Zerhun is the collection of a toll from caravans entering or leaving the kingdom. A list of import tolls is shown below, export tolls are assessed at 50% this amount. Only Khuzan coinage is acceptable for payment of tolls. In both cases (import/export) the tolls shown are for residents of the kingdom; foreigners pay double this amount unless they hold a special charter from the King of Azadmere, a rare privilege cherished by a few Kaldoran mercantylers.

Per Man/Woman on foot	6d
Per Horse/donkey/oxen	12d

Pedwar is something of a tax haven. By royal decree, hawking and bonding taxes may not be levied at Pedwar; most goods are in transit and are subject to payment of these taxes at their destination. Pilotage is free and all vessel registration is reserved for the City of Azadmere. Wharfage is charged (1d per foot per day) payable to Clan Pythaen. The crown prince of Zerhun claims no revenue from Pedwar other than food. Naturally, clan Pythaen does not assess itself property and head taxes, but visitors are subject to various forms of indirect taxation.

THE SILVER WAY

Zerhun guards the terminus of the Silver Way, the trail running from Zerhun to Tashal. Although the Nephen River is free of waterfalls and cataracts, river traffic in its upper reaches is not practical due to the swiftness of the river flow between Zerhun and the Naniom Bridge. There are several stretches of extremely rapid current, created by narrow gorges. Of late the Kaldoran town of Kiban has organized barge/boat traffic up river to the Naniom Bridge, but beyond this caravans must journey by land on the Silver Way.

The trail between Naniom Bridge and Zerhun is torturous and steep; passage by cart/wagon is impossible. It is also dangerous since the trail traverses the range of the Gargu-viasal of Fana. Most caravans consist of pack animals, usually donkeys or mules, and are always well-guarded.

Caravans to the Kingdom of Azadmere generally terminate at Pedwar. The dwarves do not encourage caravan traffic within their kingdom, charging very high tolls and taxes at Habe and Azadmere, but encouraging trade at Pedwar by forbidding hawking and bonding taxes. Some mercantylers journey on to Habe seeking better prices, but most trade with Khuzan and Jarin mercantylers at Pedwar. As a result of this, the facilities for commerce are unusually good for a settlement of its size.

THE LEGEND OF THE DARANOG

Legend has it that the depths of Lake Aram are home to a one or more strange beasts. Tales of this creature, commonly called the Daranog, have been told for many centuries. Most stories suggest that the Daranog is unnerving rather than dangerous, although it is sometimes blamed for the loss of livestock or an occasional drowning. Most tales are ambiguous and highly fanciful and speak of "waves without wind", "islands that float", and "finless coils".

History records that sightings of the Daranog tend to increase at intervals of about thirty years. Since 718 there have been more than fifty sightings of a large serpentine creature, usually on nights of the full moon. Although it is likely that many of these reports are the result of indulgence in fermented grain, it is difficult to discredit them entirely given their number.

Most folk believe that seeing the Daranog brings the worst sort of luck, and that increased activity by the creature is a sign of widespread trouble to come. Such persons usually point to the disasters (crop failures, flooding, and disease) that befell the village of Urelt in 691 after numerous Daranog sightings in the area. The residents of Urelt suffered so badly that they abandoned the village in 692.

KINGDOM OF AZADMERE™

ENCYCLOPEDIA HARNICA

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NOTE
All of the above material was formerly published in Encyclopedia Harnica numbers (1) and (16). No new material has been added.

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MADE IN CANADA
ISBN 0-920711-09-X